Fig. 1

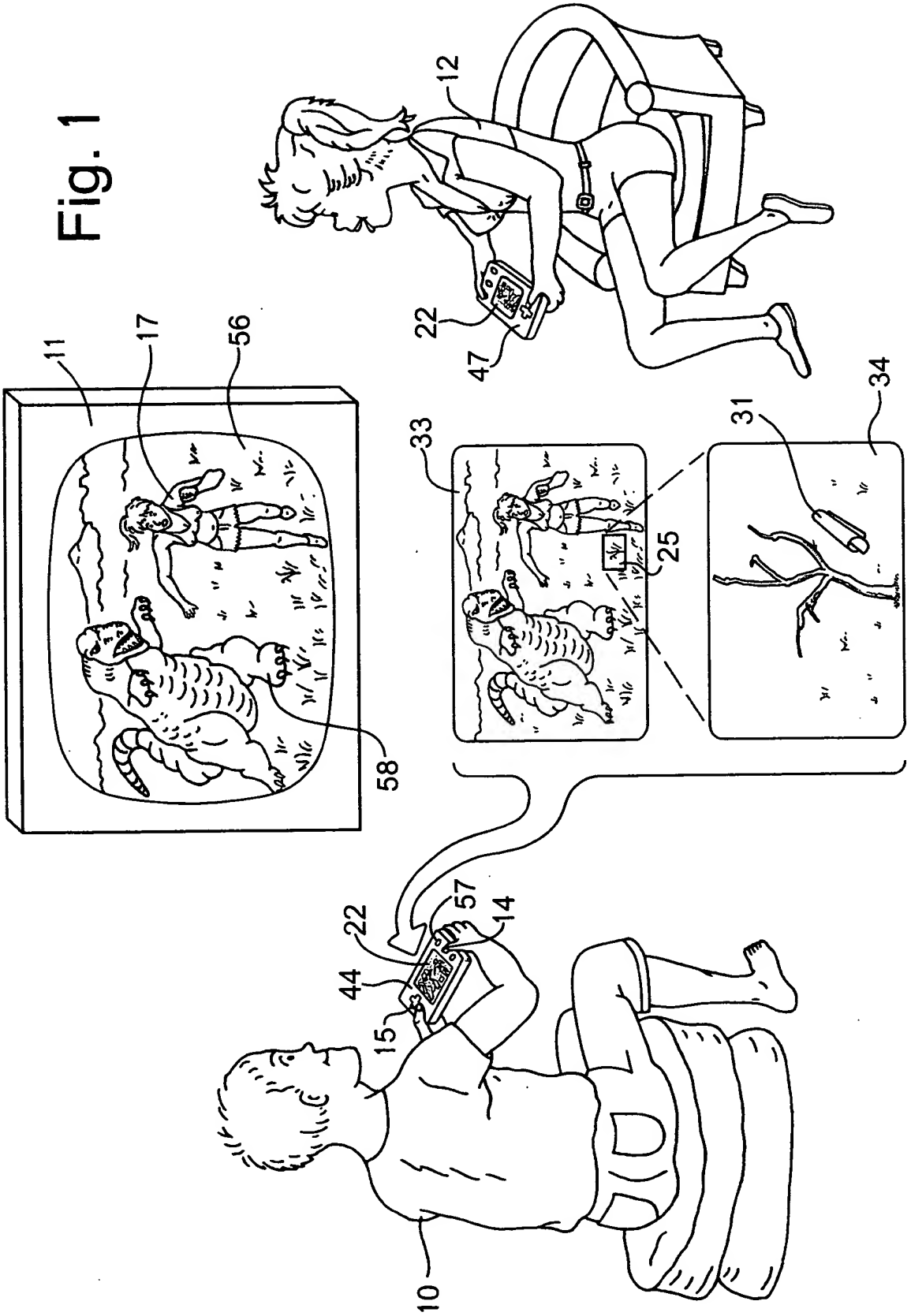

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Fig. 2

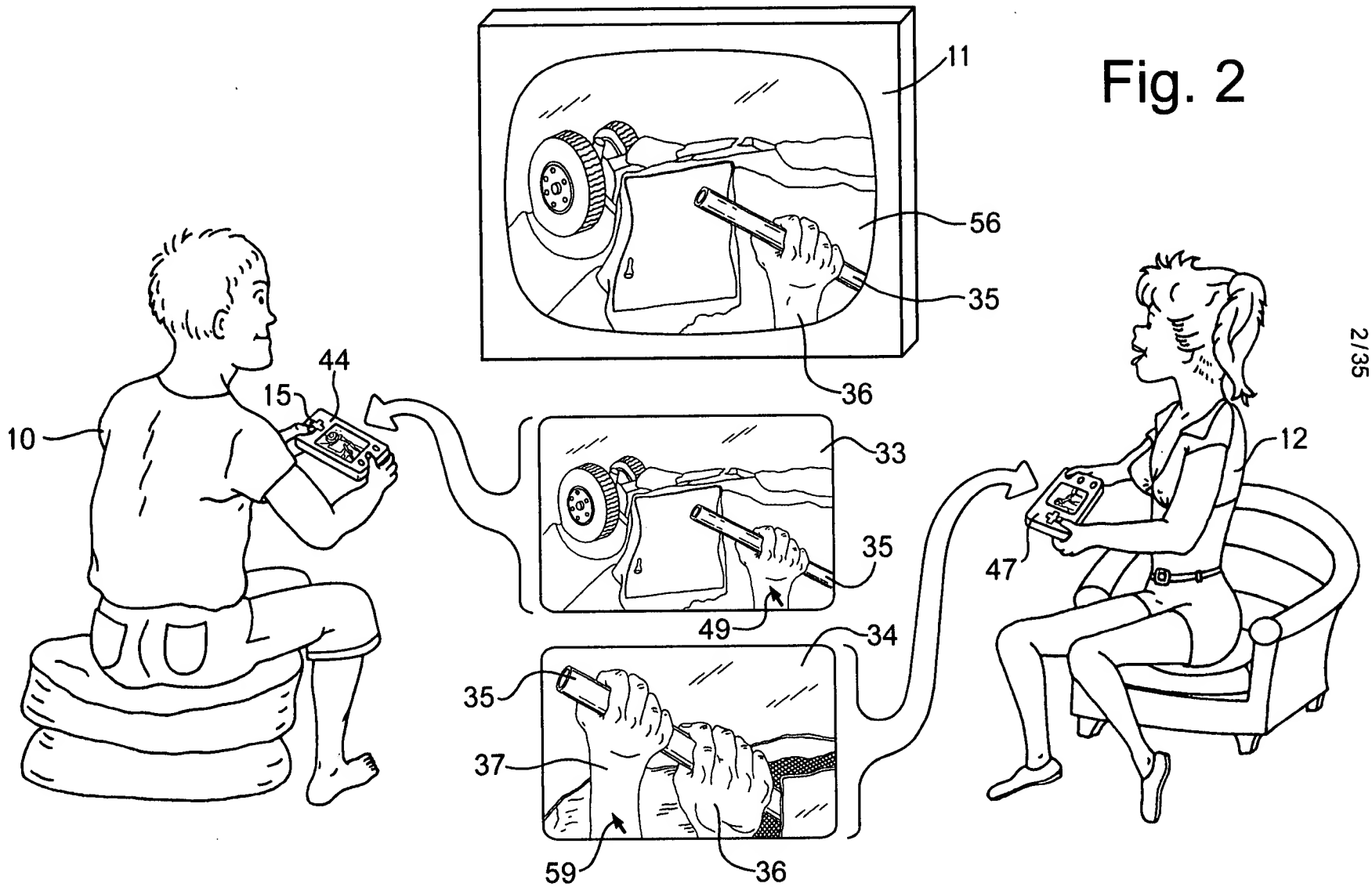


Fig. 3

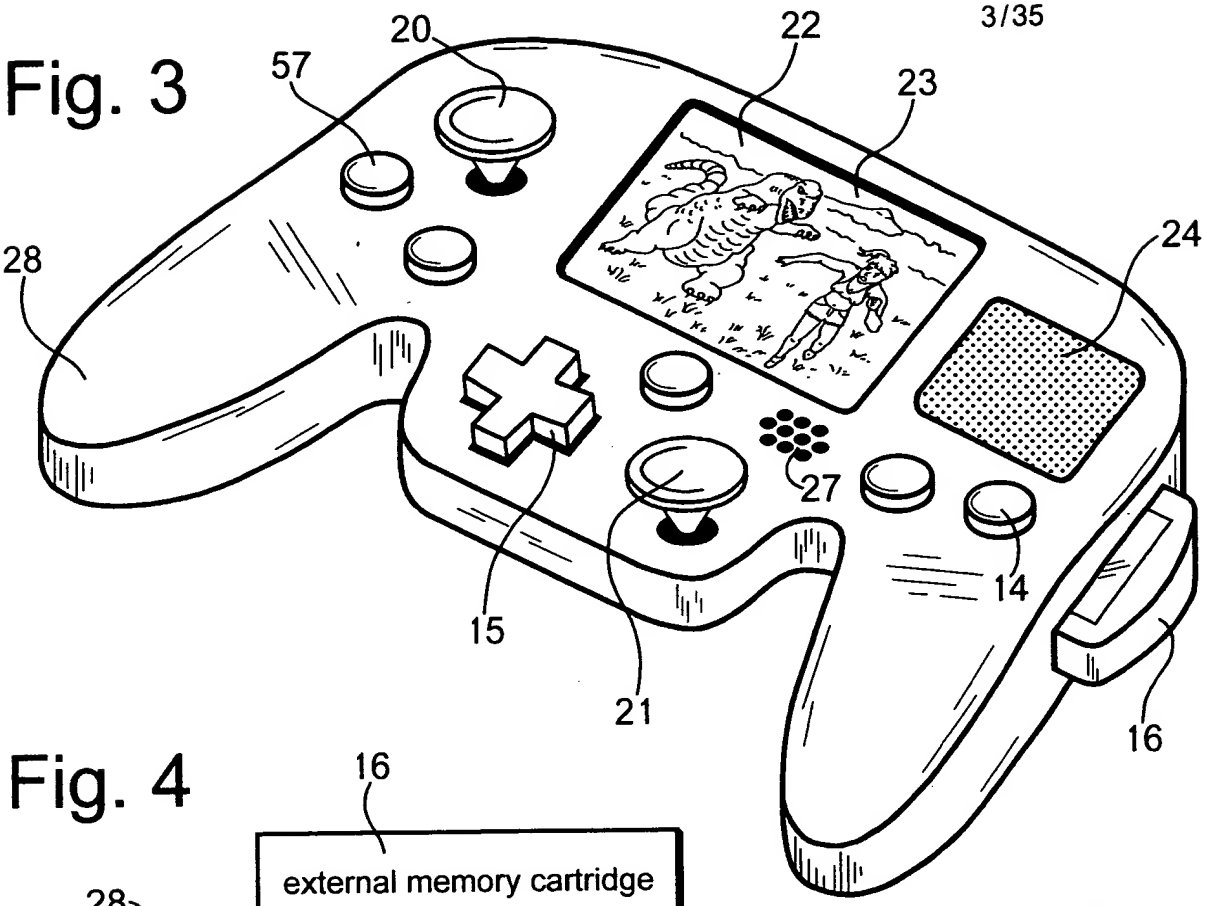
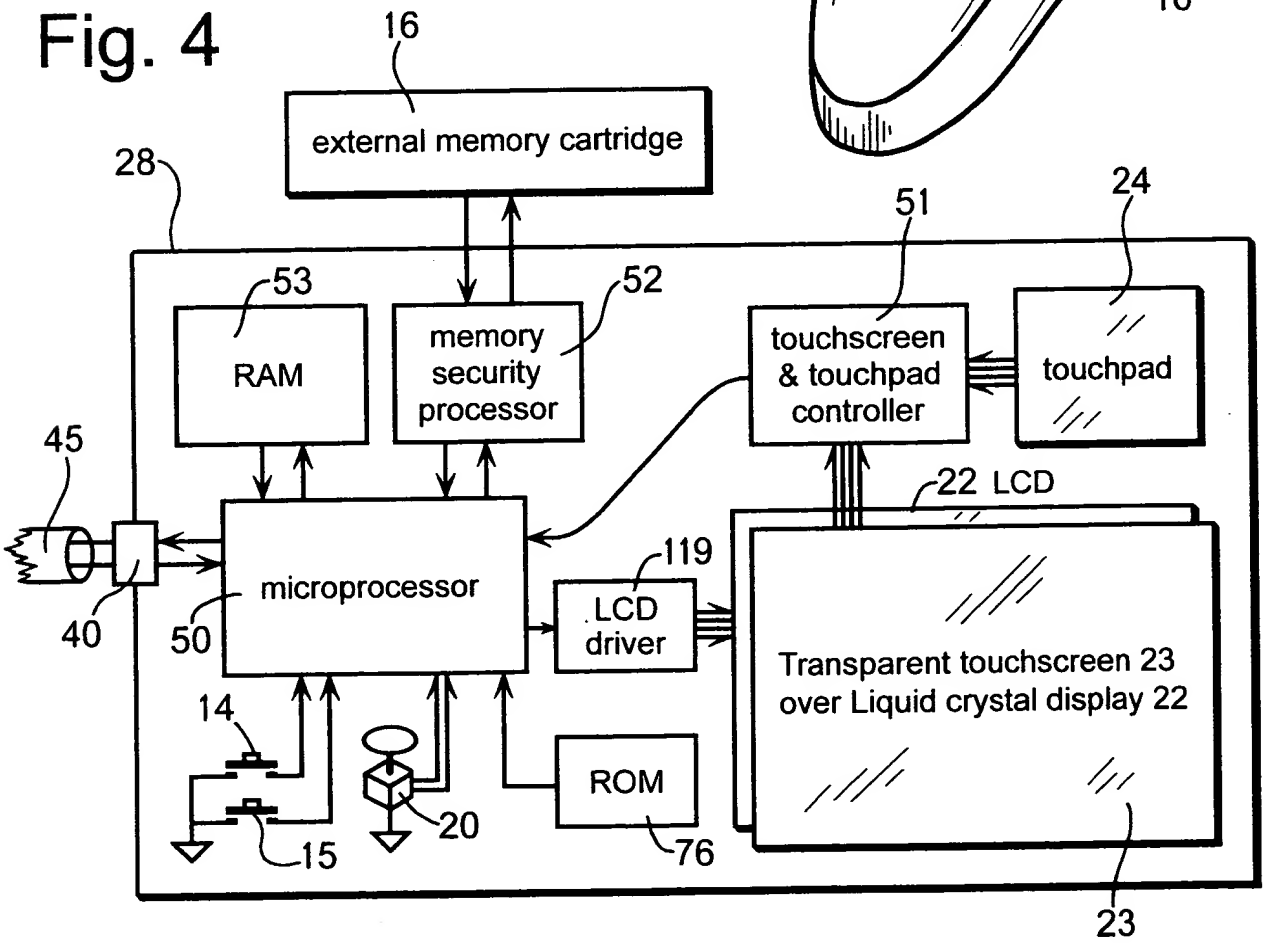



Fig. 4




US6280327B1

Fig. 5

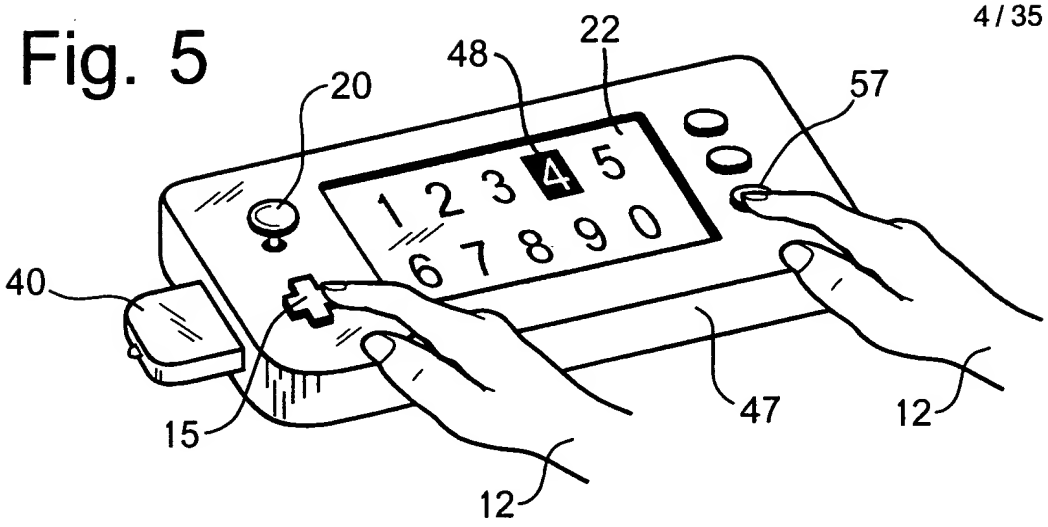



Fig. 6

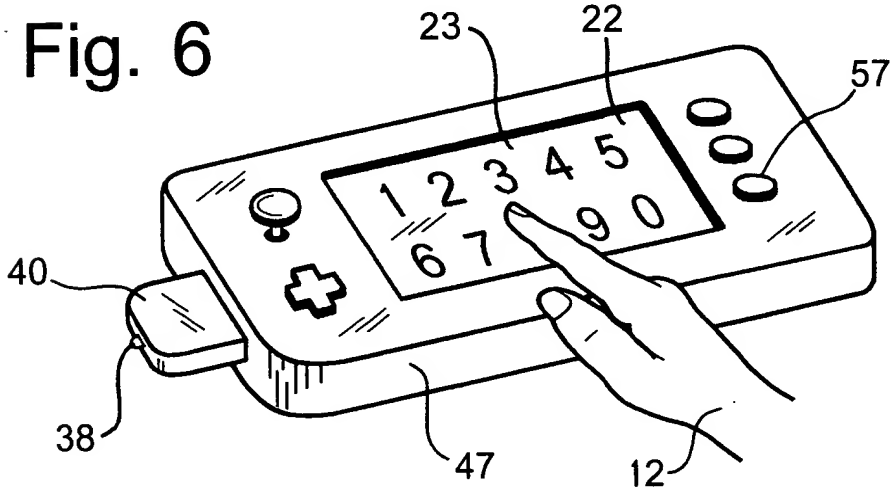
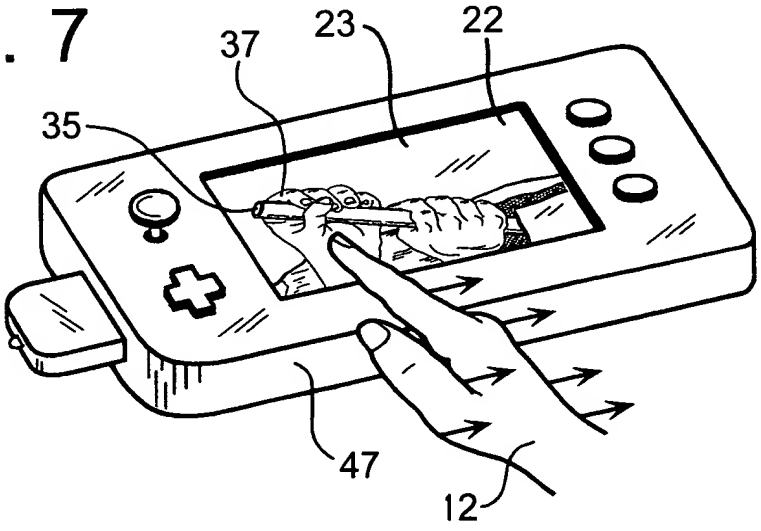



Fig. 7

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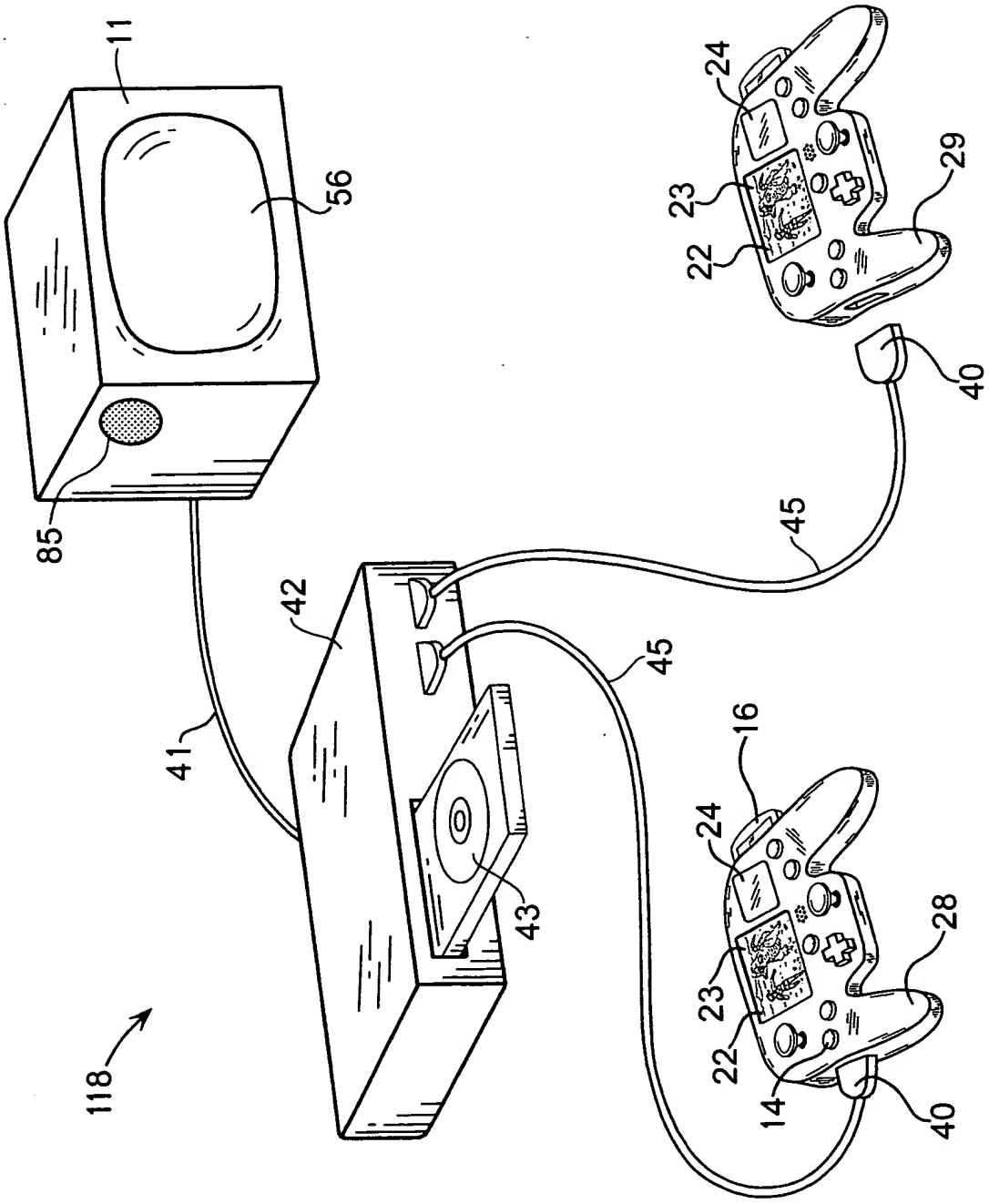



Fig. 8

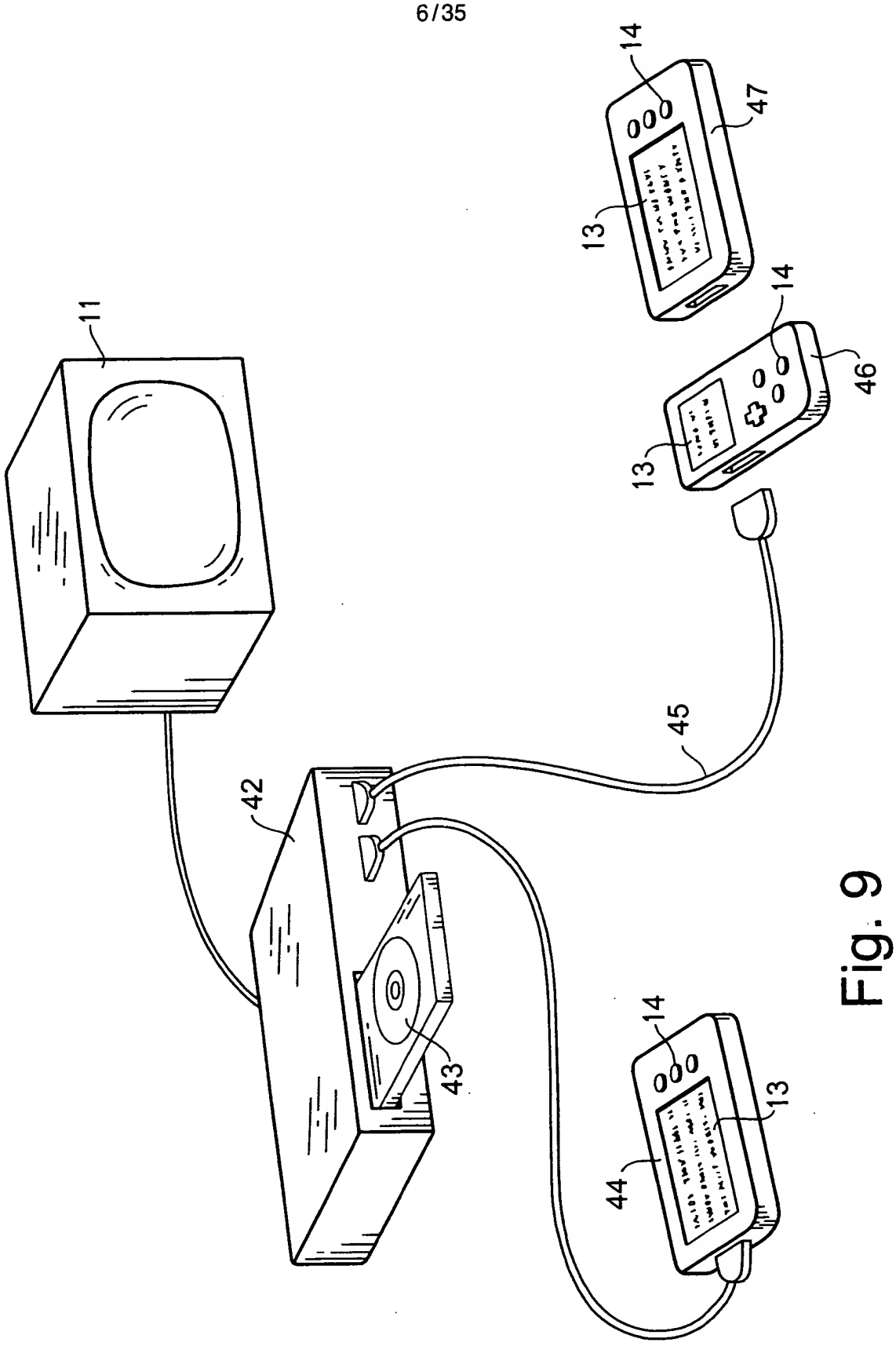



Fig. 9
prior art

09/826,894 - 04/06/01

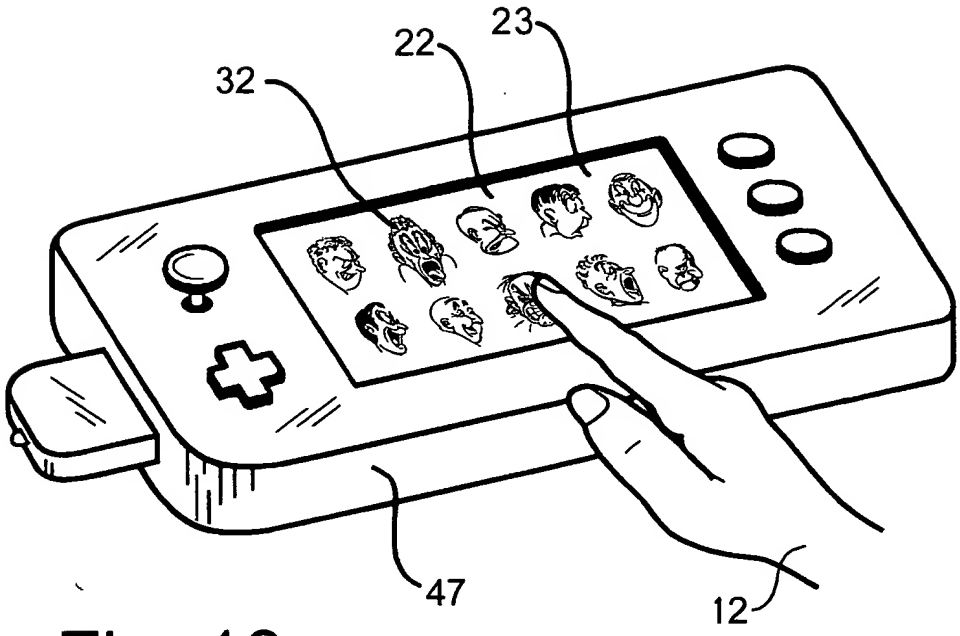



Fig. 10

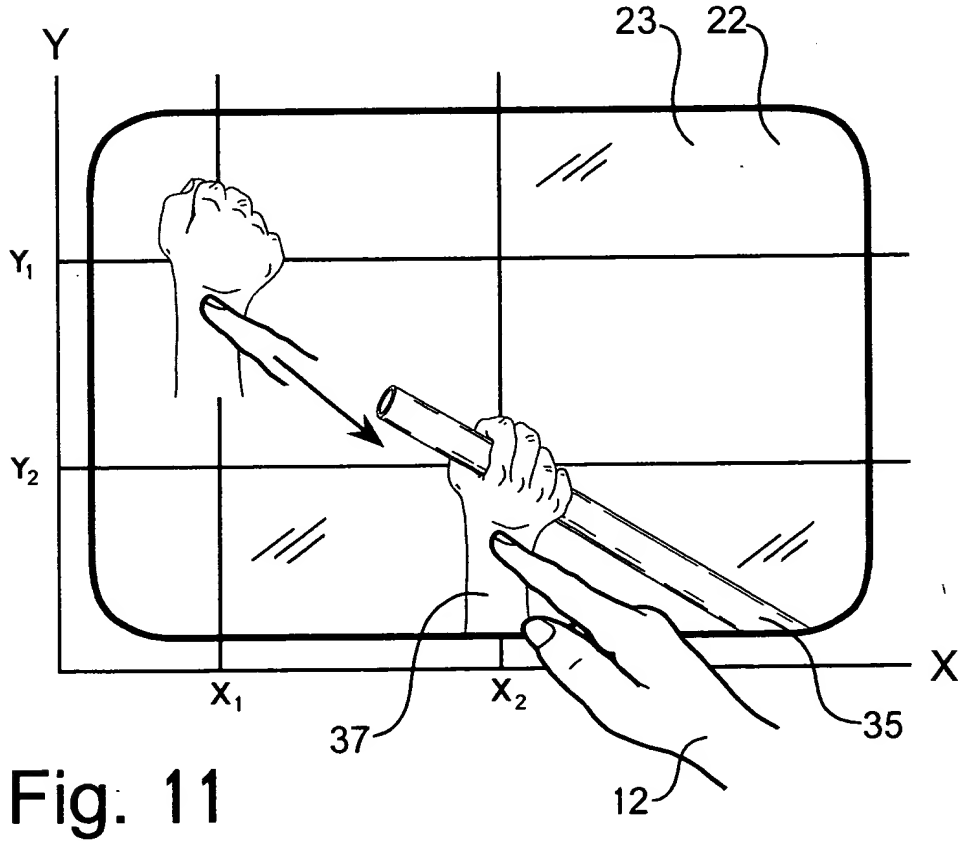



Fig. 11

FOSSIL EXHIBIT 2005

Fig. 12

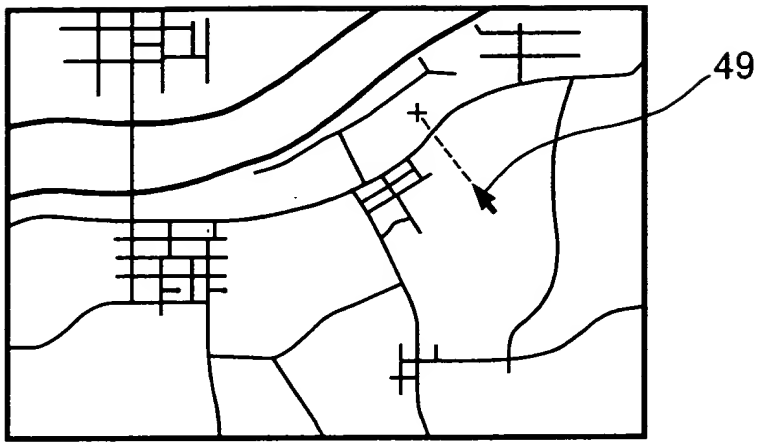



Fig. 13

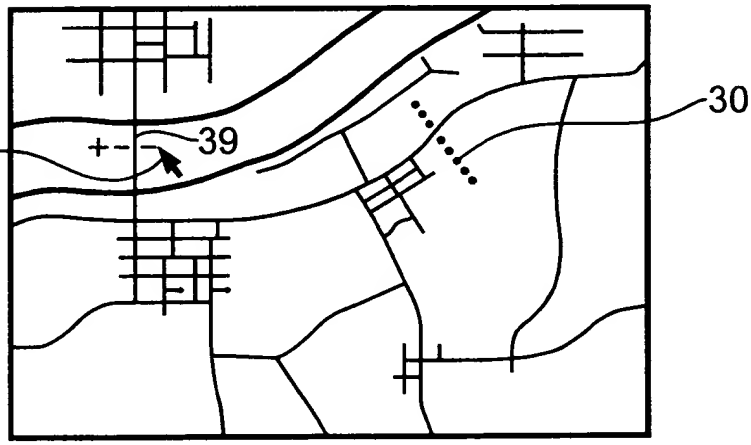
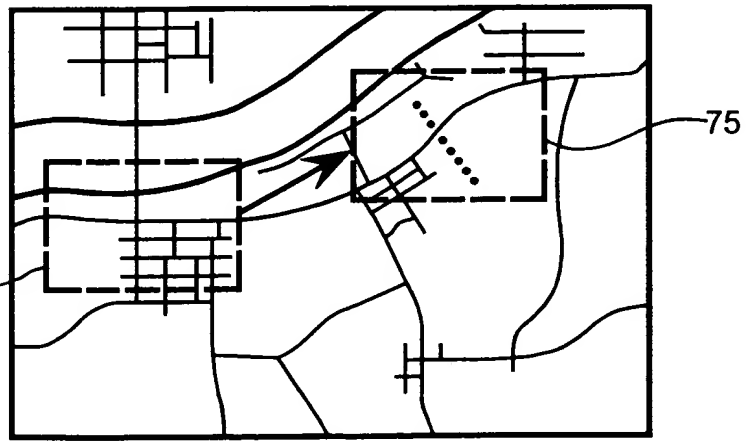



Fig. 14




WO 2004/084054 PCT/US2004/008054

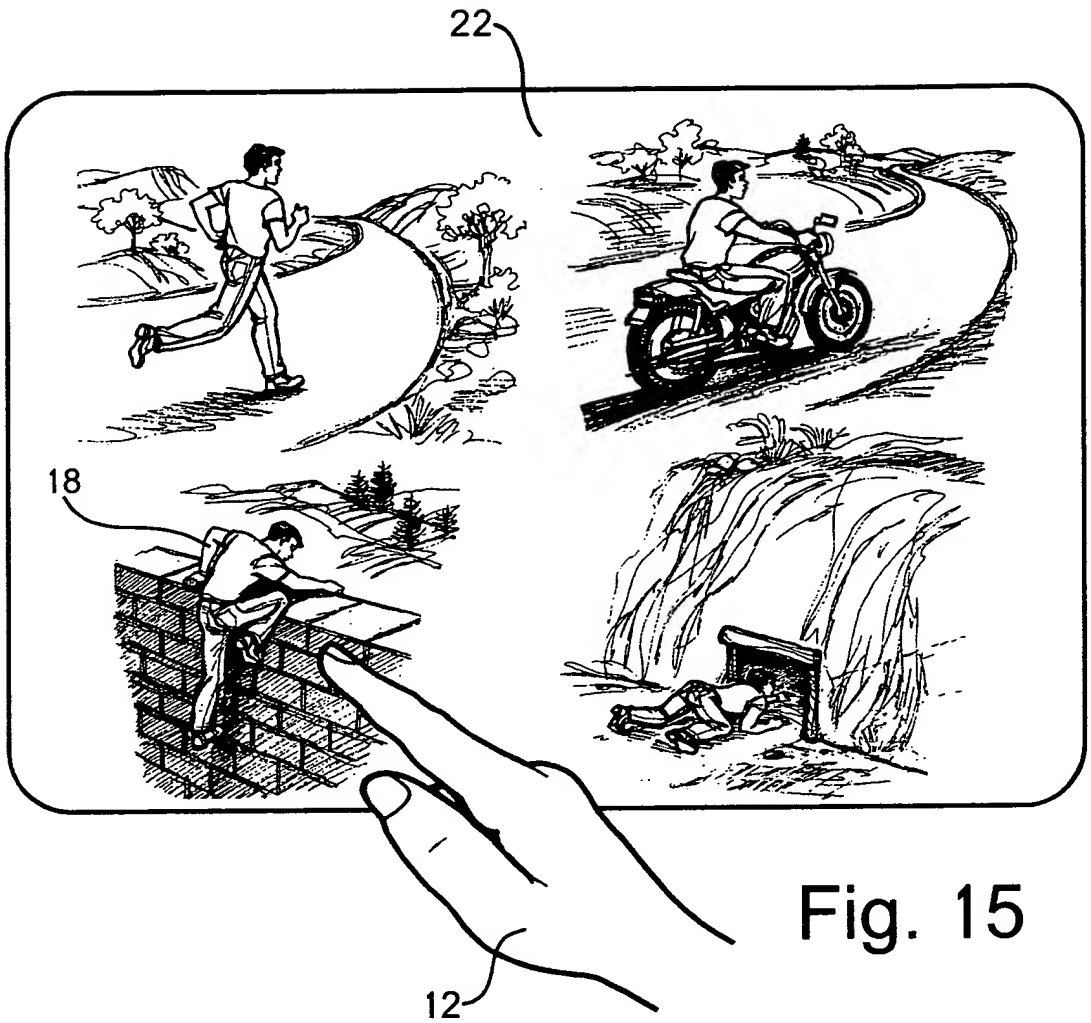



Fig. 15

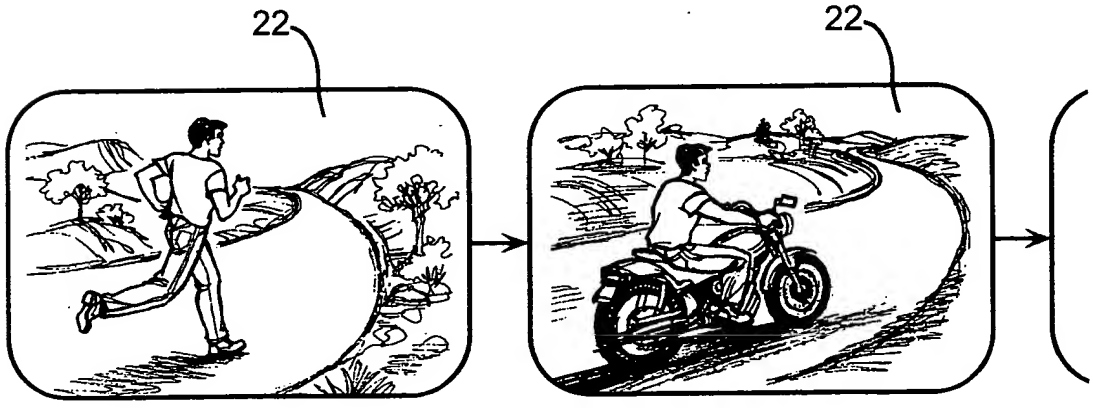



Fig. 15a

FP0073-0098-00 4-SEQ-20020930

EP 0 715 869 A1

Fig. 16

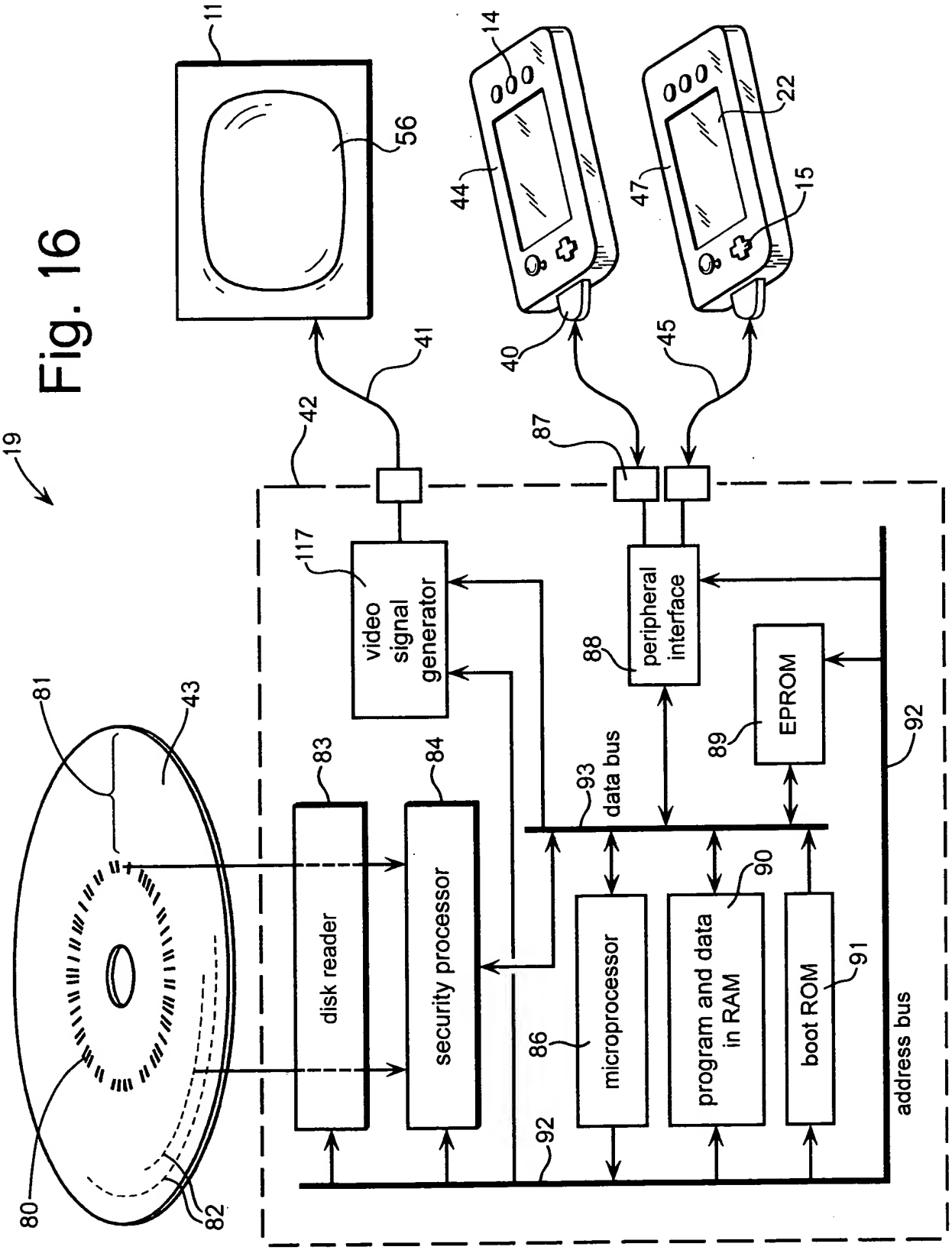
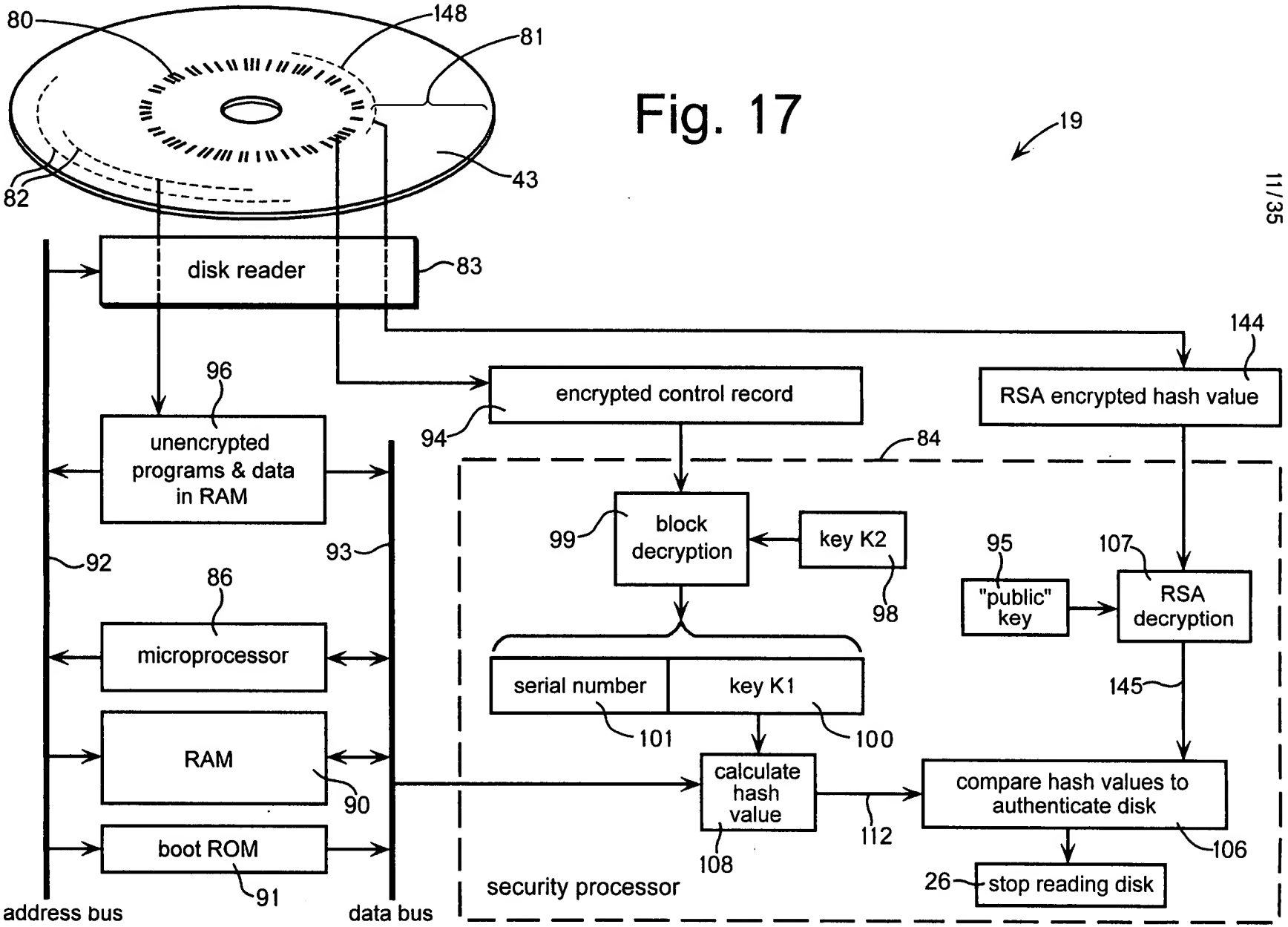


Fig. 17


80
148
81
43
82
19
disk reader
83
144
96
encrypted control record
RSA encrypted hash value
94
84
unencrypted programs & data in RAM
99
block decryption
key K2
98
95
"public" key
107
RSA decryption
92
93
86
microprocessor
serial number
key K1
145
101
100
RAM
90
calculate hash value
compare hash values to authenticate disk
112
108
106
boot ROM
91
security processor
26
stop reading disk
address bus
data bus

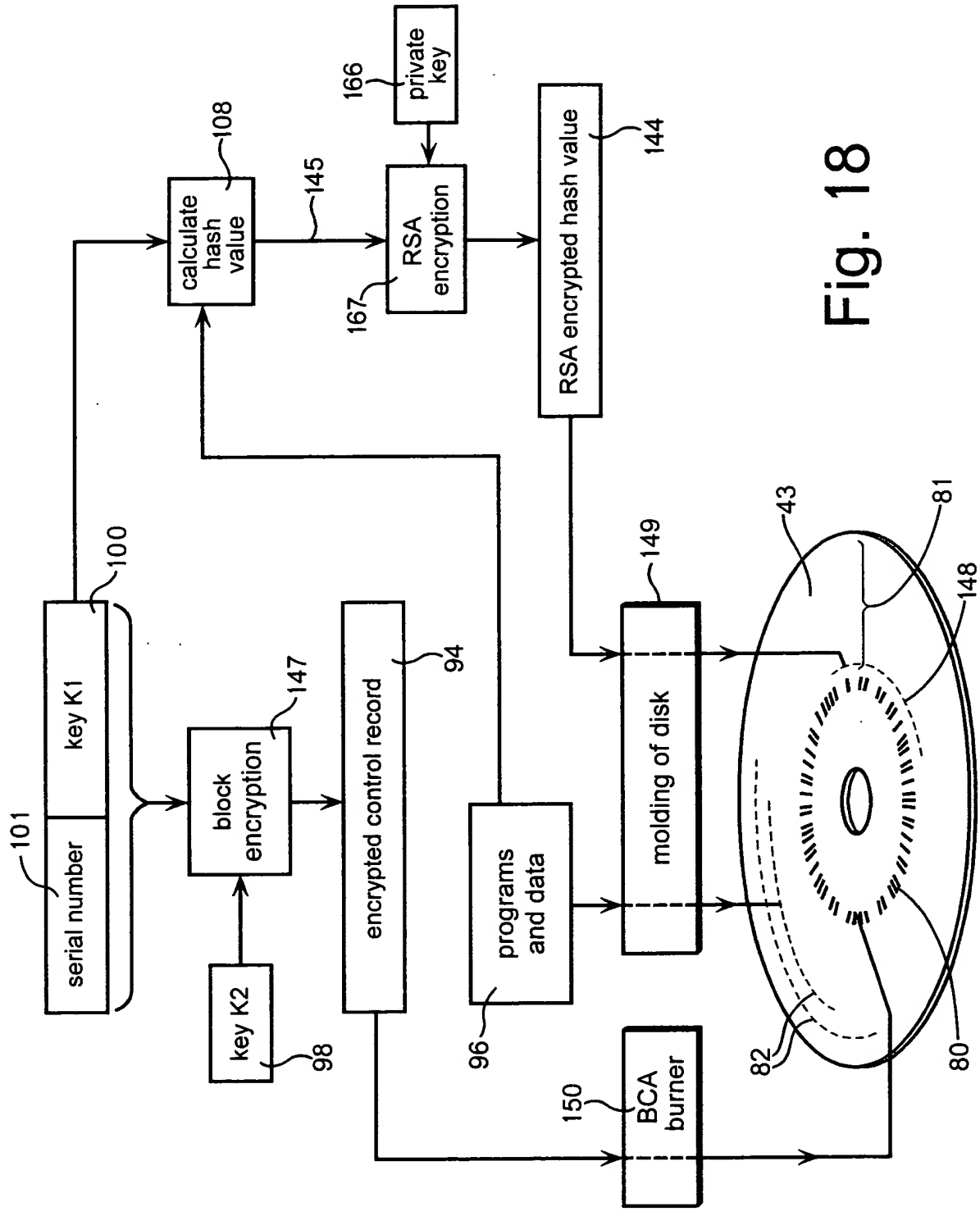

serial number
key K1
101
100
key K2
98
block encryption
147
encrypted control record
94
programs and data
96
calculate hash value
108
145
private key
166
RSA encryption
167
RSA encrypted hash value
144
molding of disk
149
BCA burner
150
43
81
148
82
80

Fig. 18

Fig. 19

| control unit ID number | operation code | picture serial number | size factor | coordinate $X_1$ number of pixels | coordinate $Y_1$ number of pixels | coordinate $X_2$ number of pixels | coordinate $Y_2$ number of pixels | object id3 |
|---|---|---|---|---|---|---|---|---|

78

Fig. 20

77

| |
|---|
| program for loading RAM with programs supplied by console and disk |
| program for converting manual inputs into numbers in memory |
| program for processing picture data records from console |
| program for sending location data records to console |
| program for converting cursor movement into location coordinates |
| program for displaying a picture on LCD |
| program for generating a miniature likeless from picture data |
| program for generating a preview picture from picture data |
| program for converting touchscreen measurements to location data |
| program for converting touchpad measurements to location data |
| program for superimposing an object picture on a full LCD picture |
| program for animating a character |
| program for displaying maps and other non-animated pictures |
| |
| data for character descriptions (polygons, textures, etc) |
| data for terrain descriptions (polygons, textures, etc) |
| data for maps, word menus, etc. |

DOCKET - ALARM

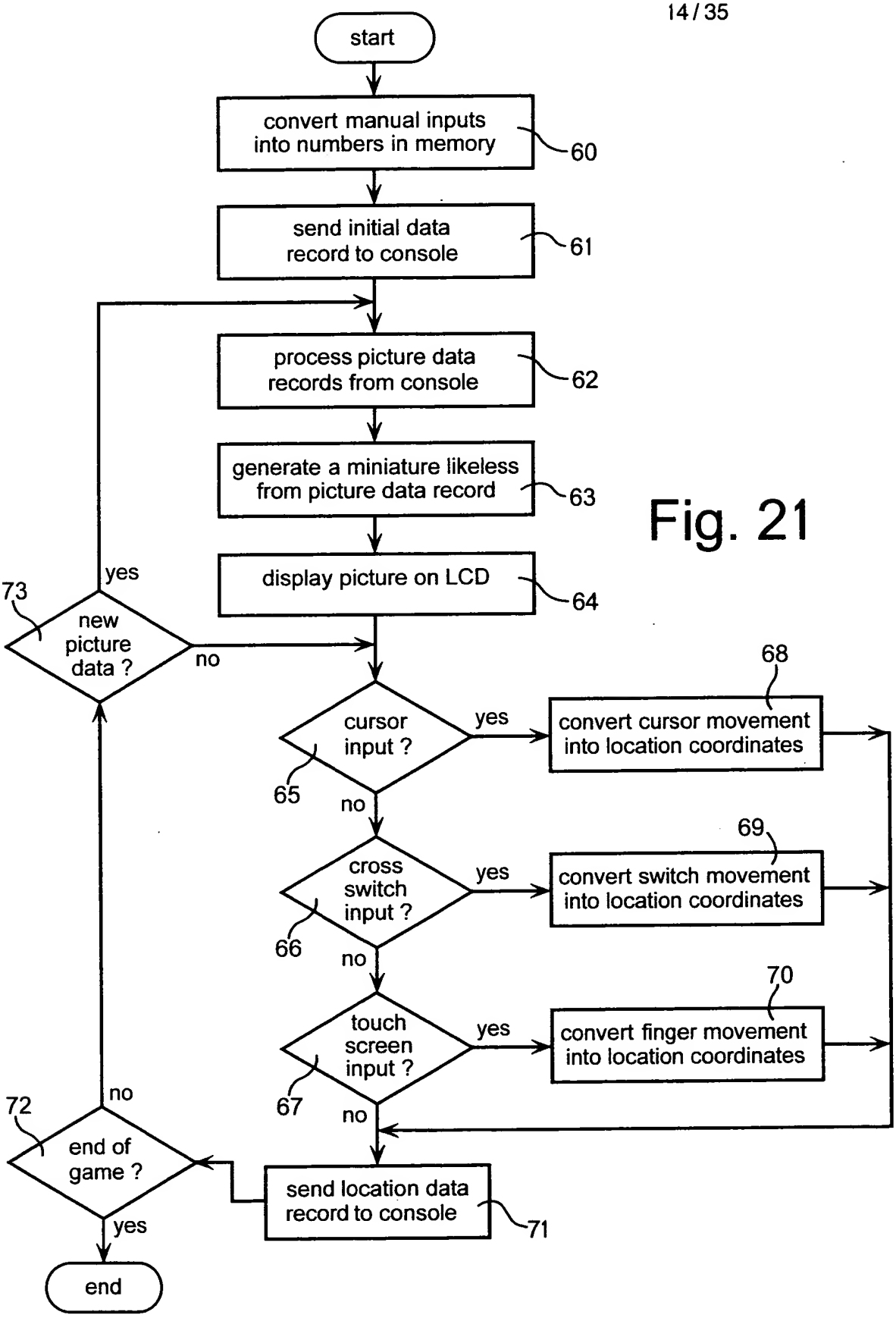



Fig. 21

EP 2 030 661 A1

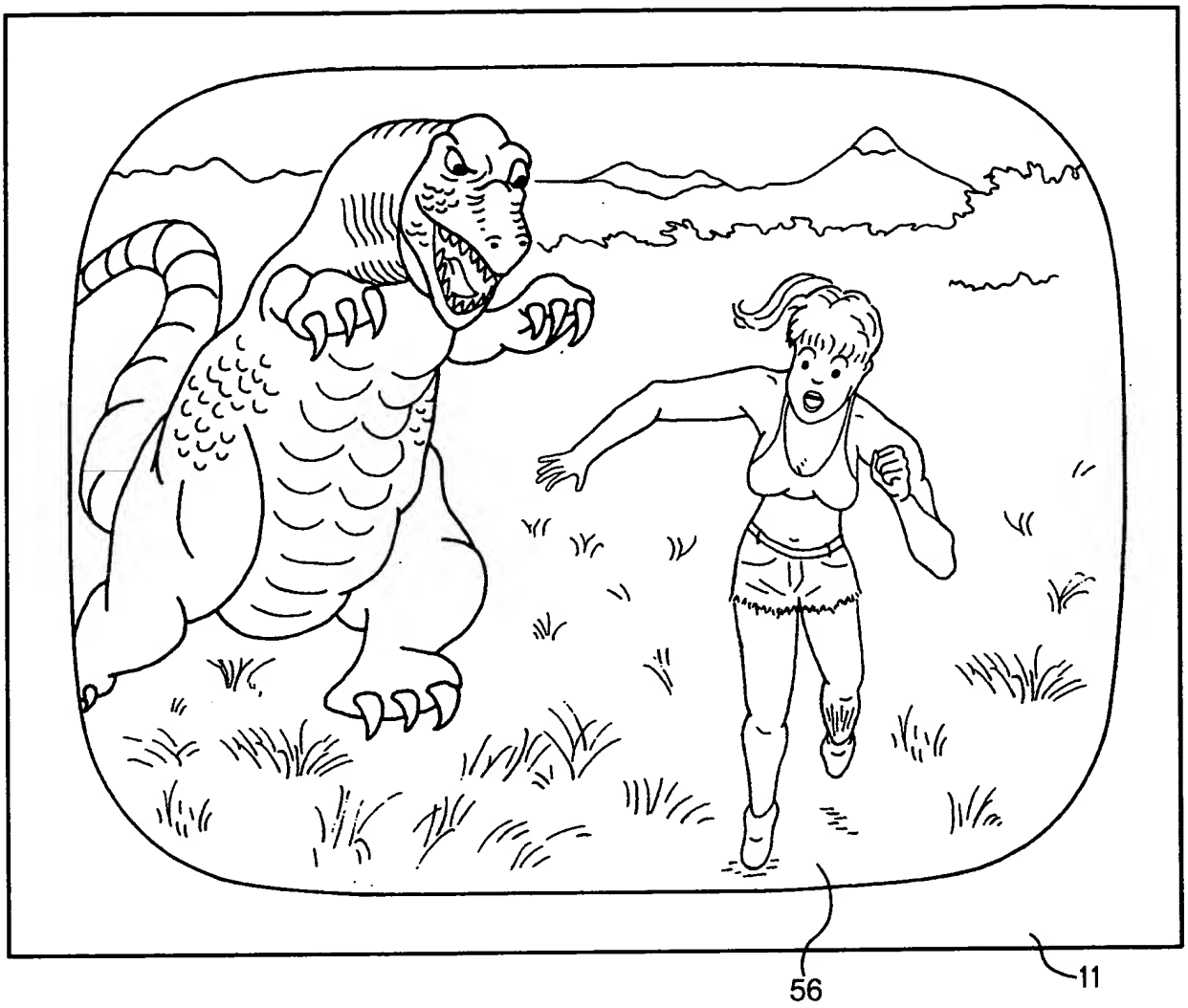



Fig. 22

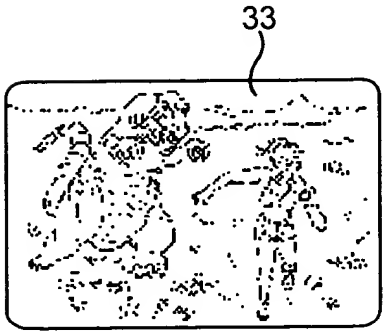



Fig. 23a

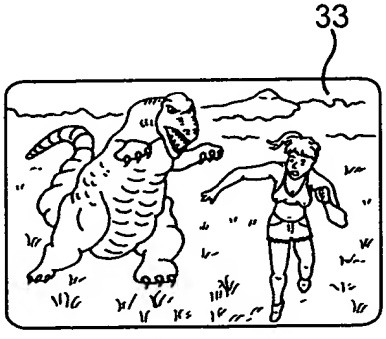



Fig. 23b

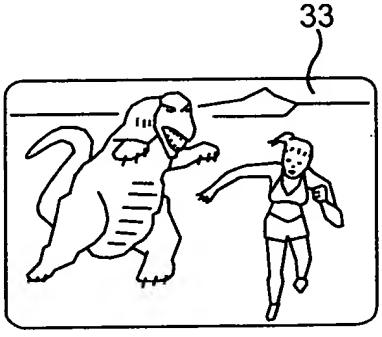



Fig. 23c

EP 1 808 210 A2

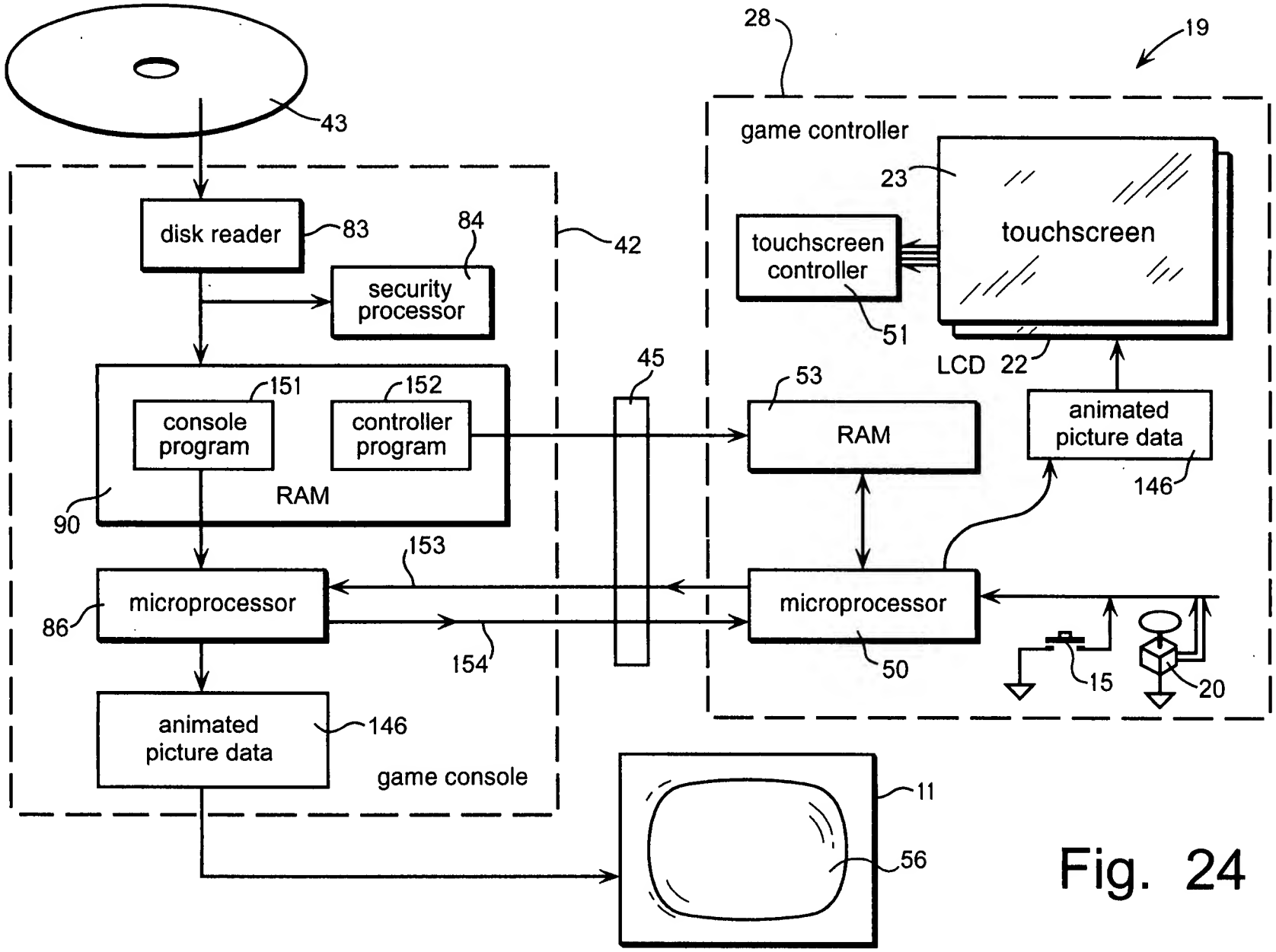

28
19
43
game controller
23
touchscreen
touchscreen controller
51
LCD
22
disk reader
83
84
42
security processor
45
53
151
152
console program
controller program
RAM
animated picture data
146
90
153
microprocessor
86
154
microprocessor
50
15
20
animated picture data
146
game console
11
56

Fig. 24

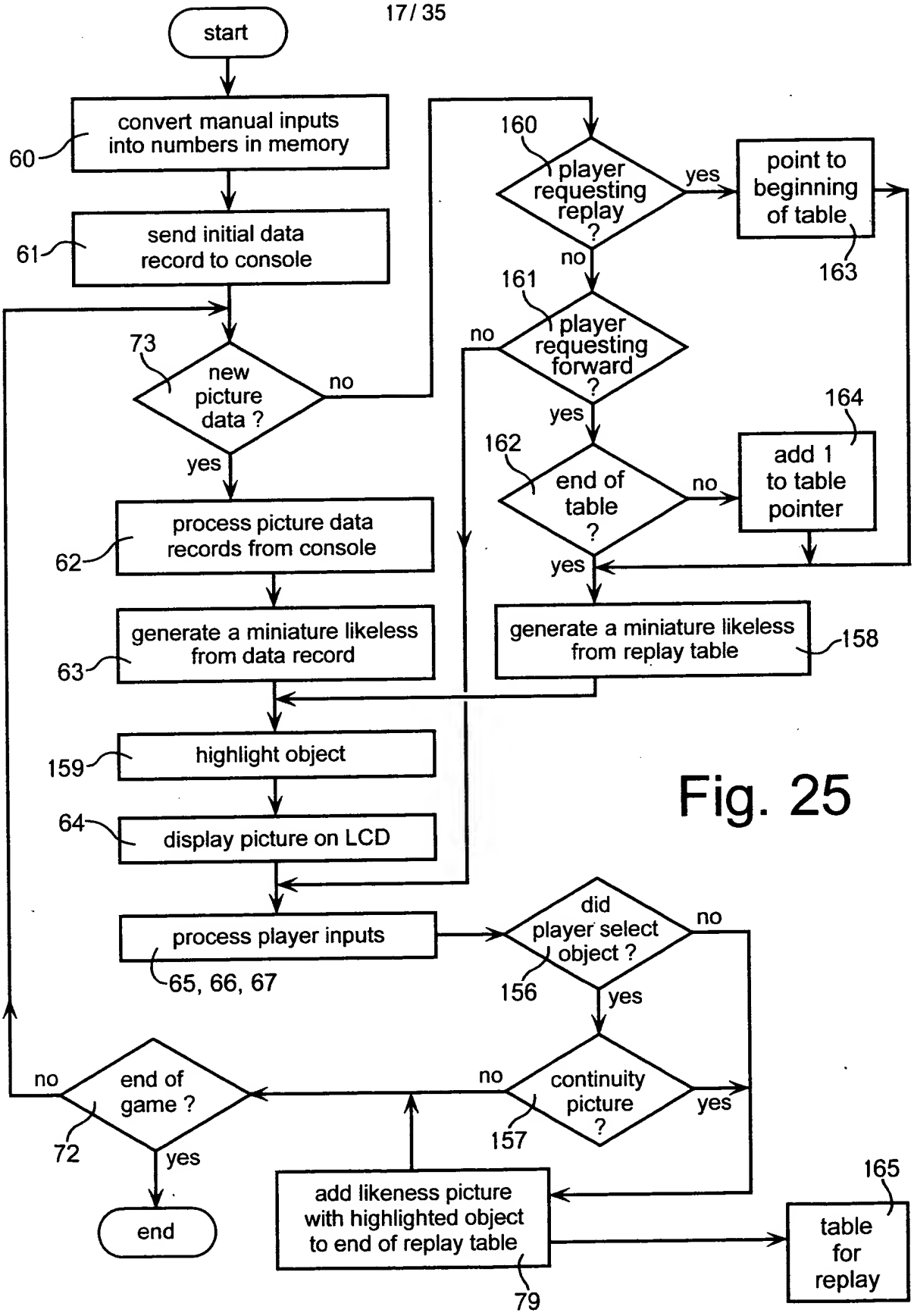
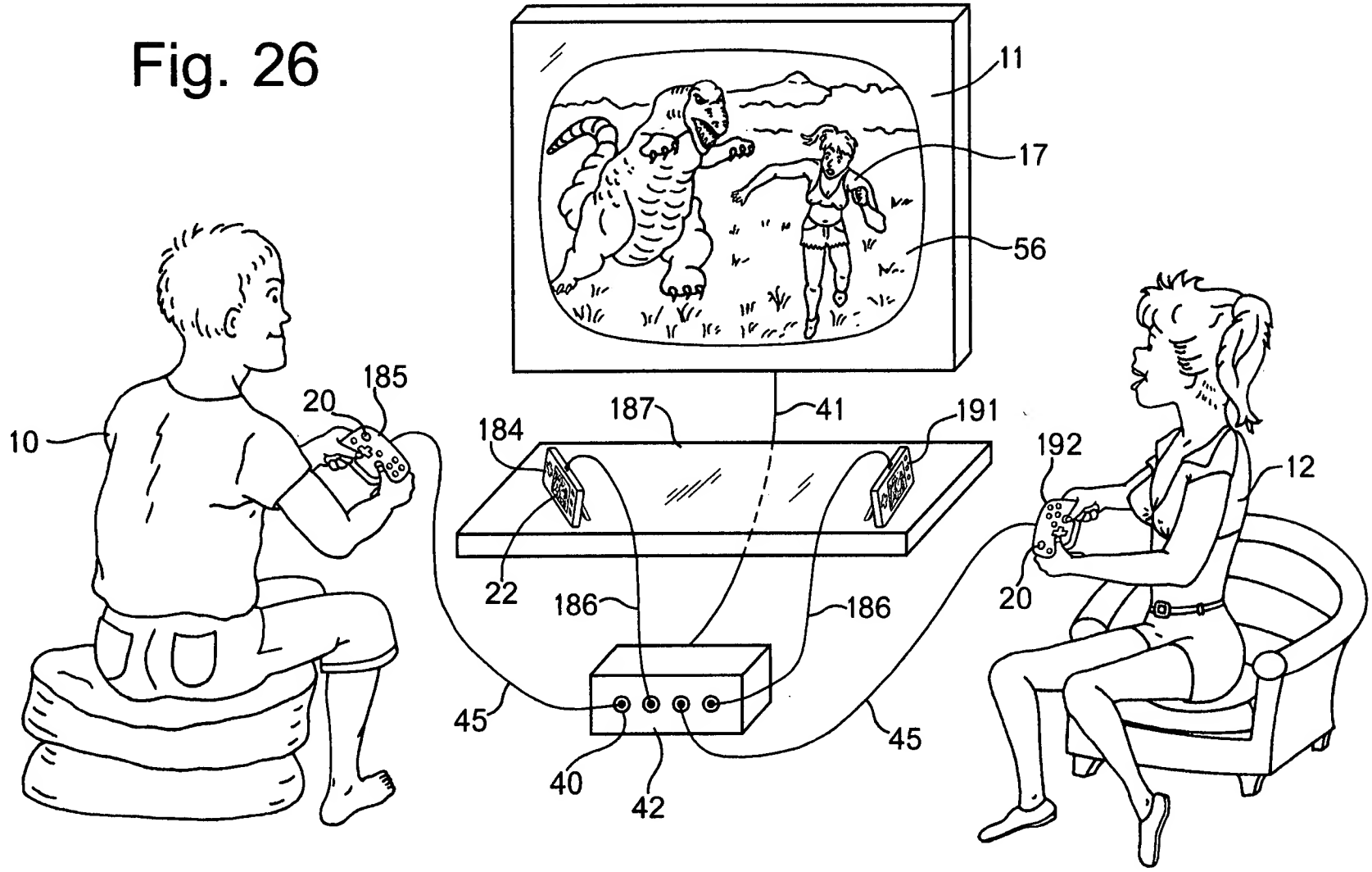

start
convert manual inputs into numbers in memory
60
send initial data record to console
61
73
new picture data ?
no
yes
process picture data records from console
62
generate a miniature likeless from data record
63
highlight object
159
display picture on LCD
64
process player inputs
65, 66, 67
160
player requesting replay ?
yes
point to beginning of table
163
no
161
player requesting forward ?
no
yes
164
add 1 to table pointer
162
end of table ?
no
yes
generate a miniature likeless from replay table
158
did player select object ?
no
156
yes
continuity picture ?
no
157
yes
end of game ?
no
72
yes
end
add likeness picture with highlighted object to end of replay table
79
165
table for replay

Fig. 25

TOTSO"th282660

Fig. 26



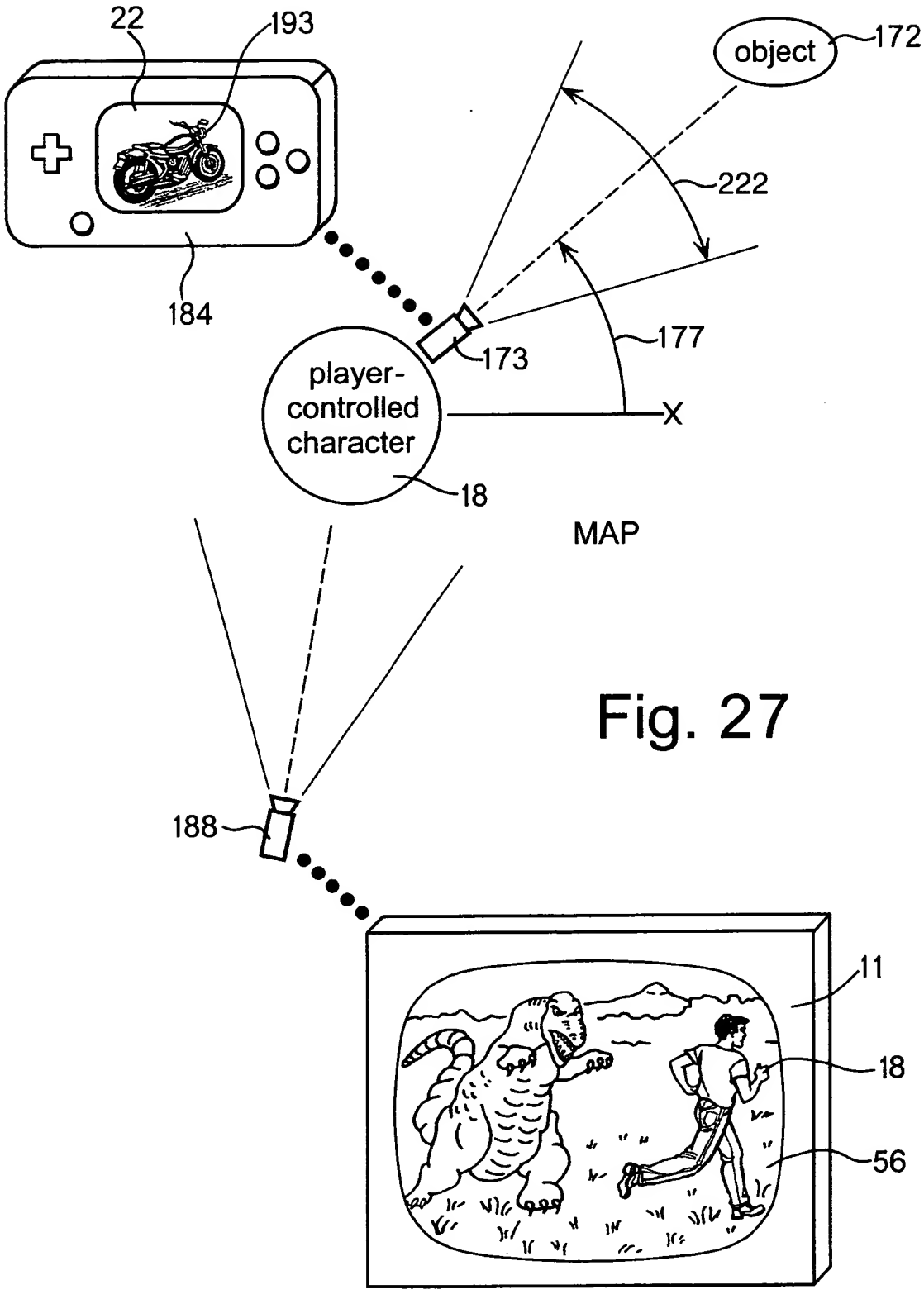



Fig. 27

FIGURE 27 of 35

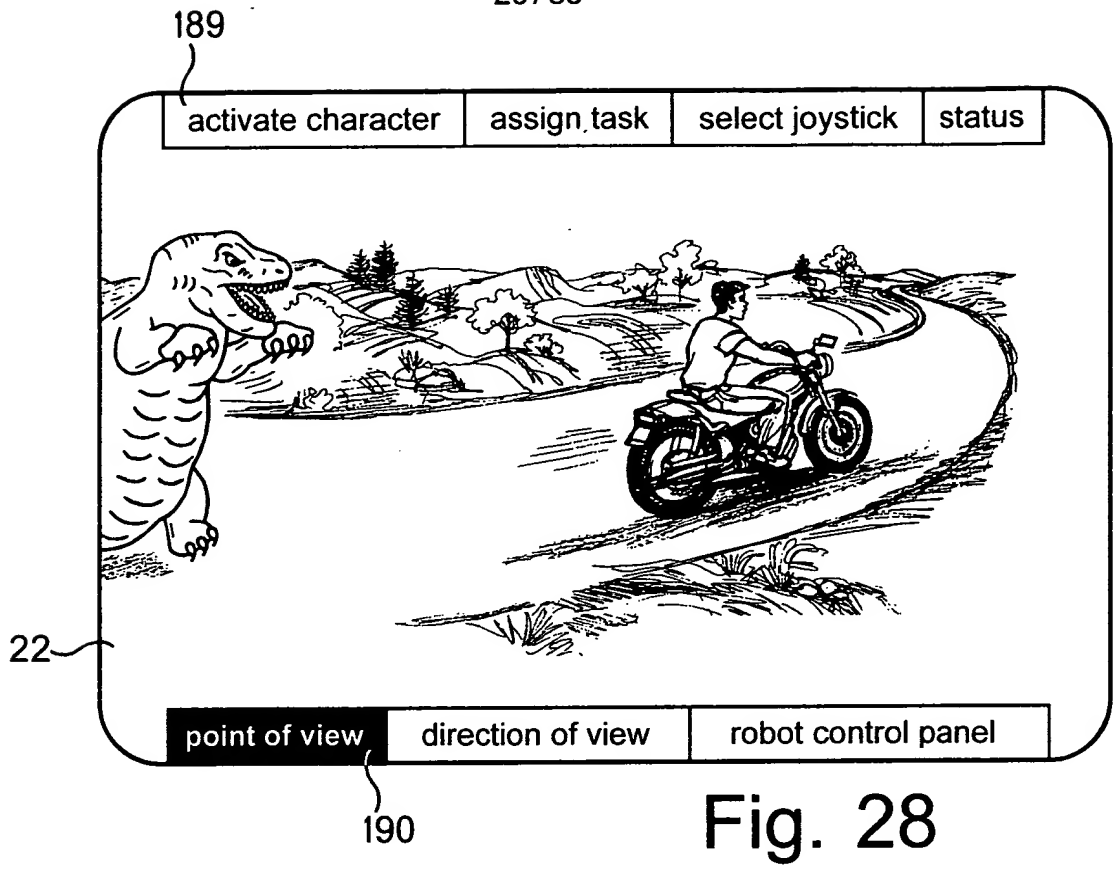



Fig. 28

Fig. 28a

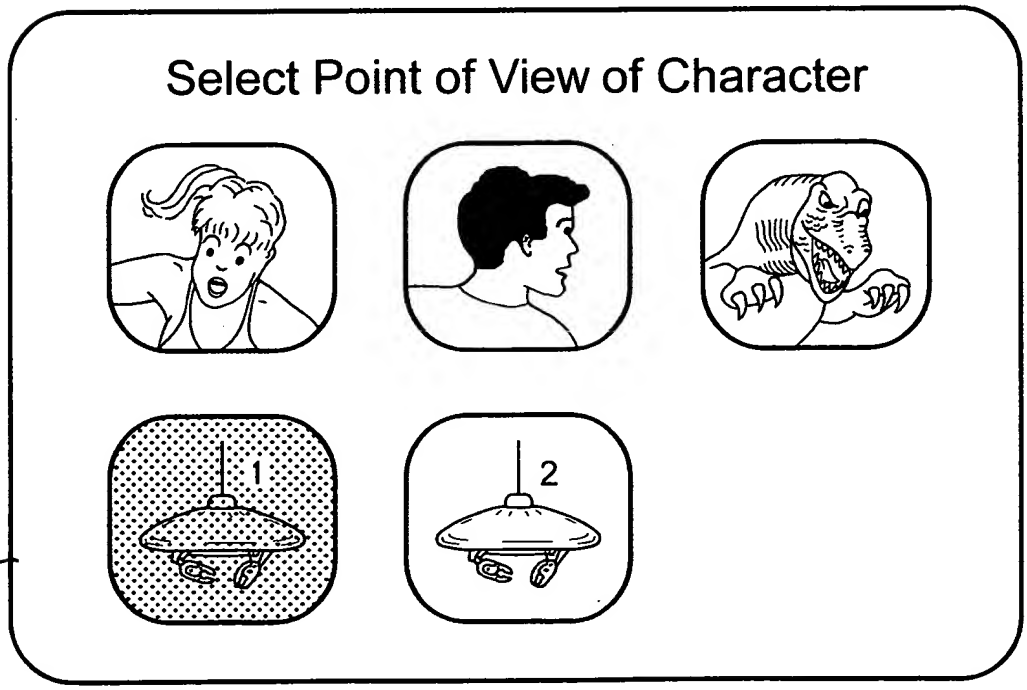



FIG 28 - 28a

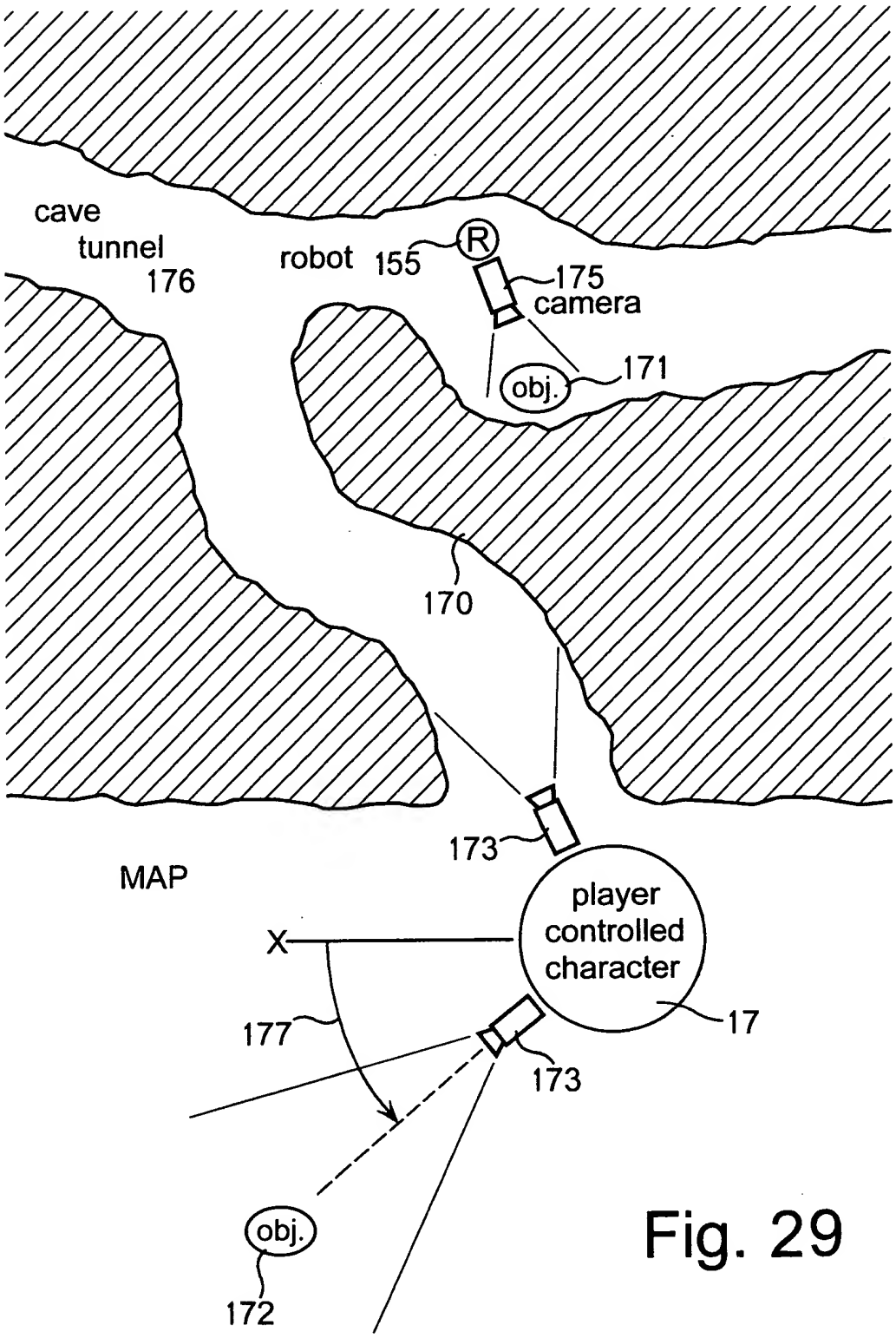



Fig. 29

EP 2 204 774 A1

Fig. 30

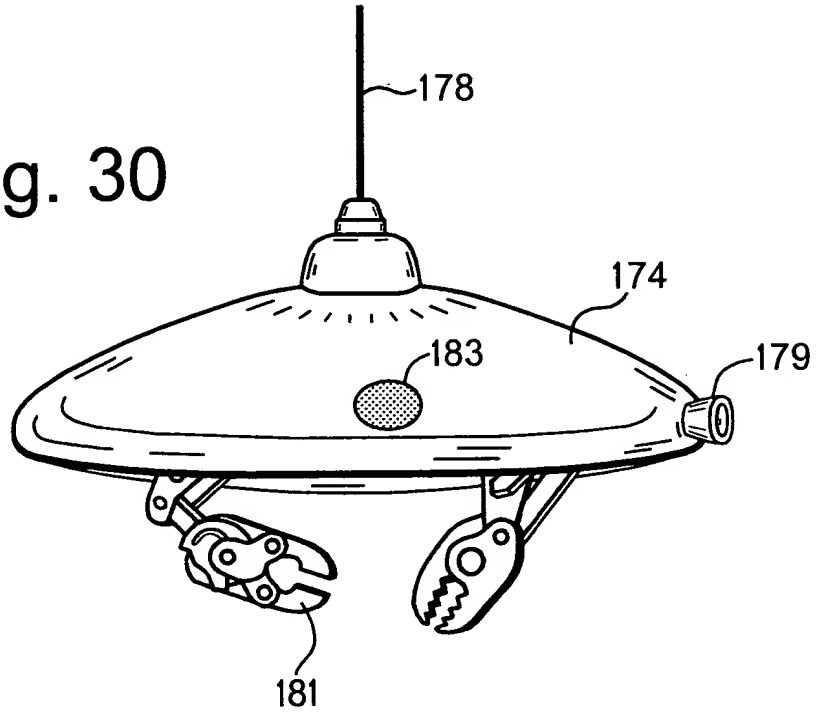
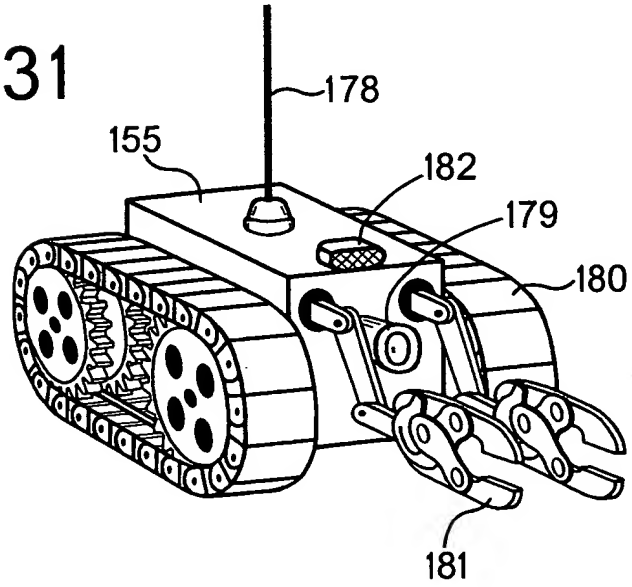



Fig. 31




EP 0 808 798 A2

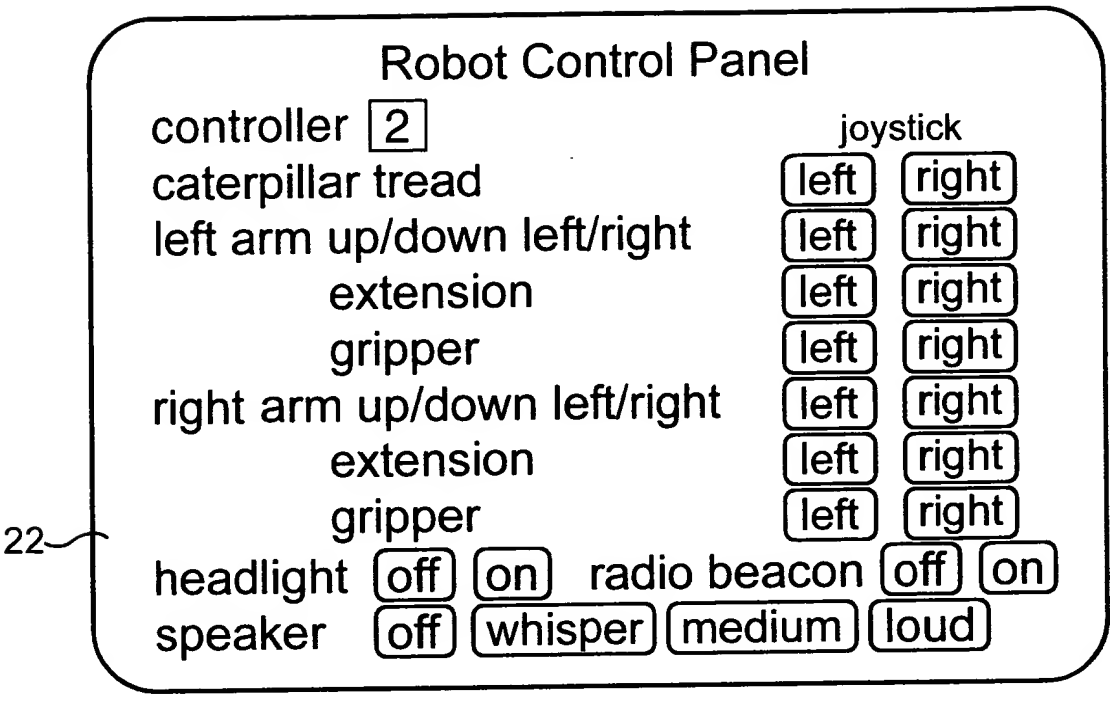
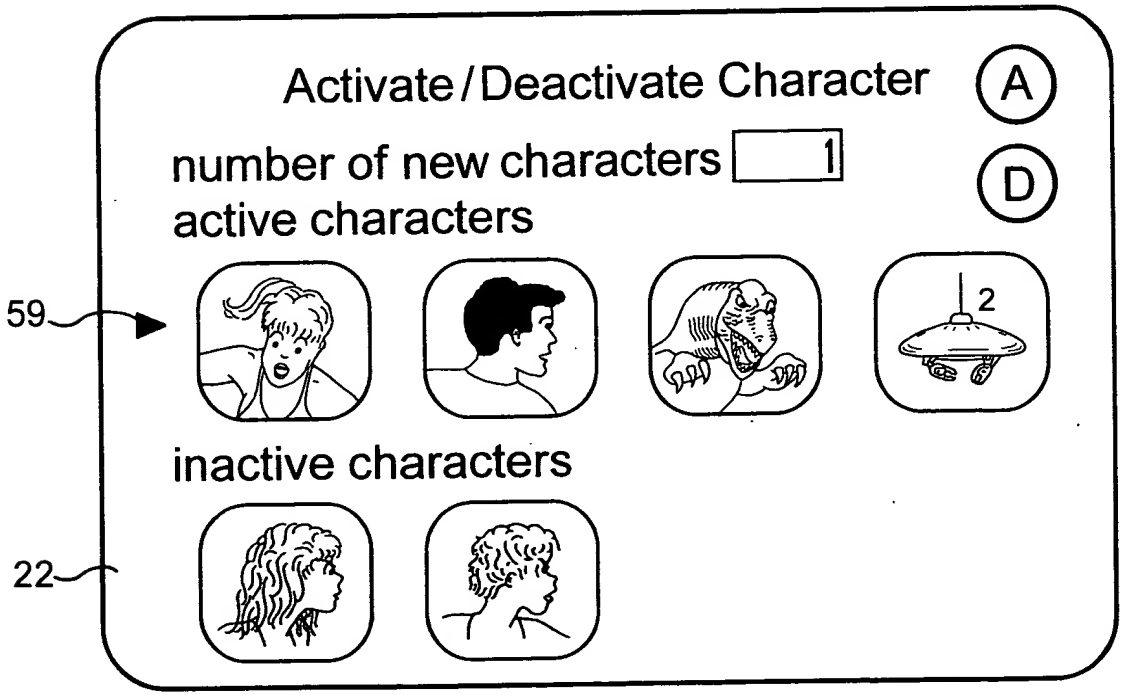



Fig. 32

Fig. 33




Docket No. 50277-2000

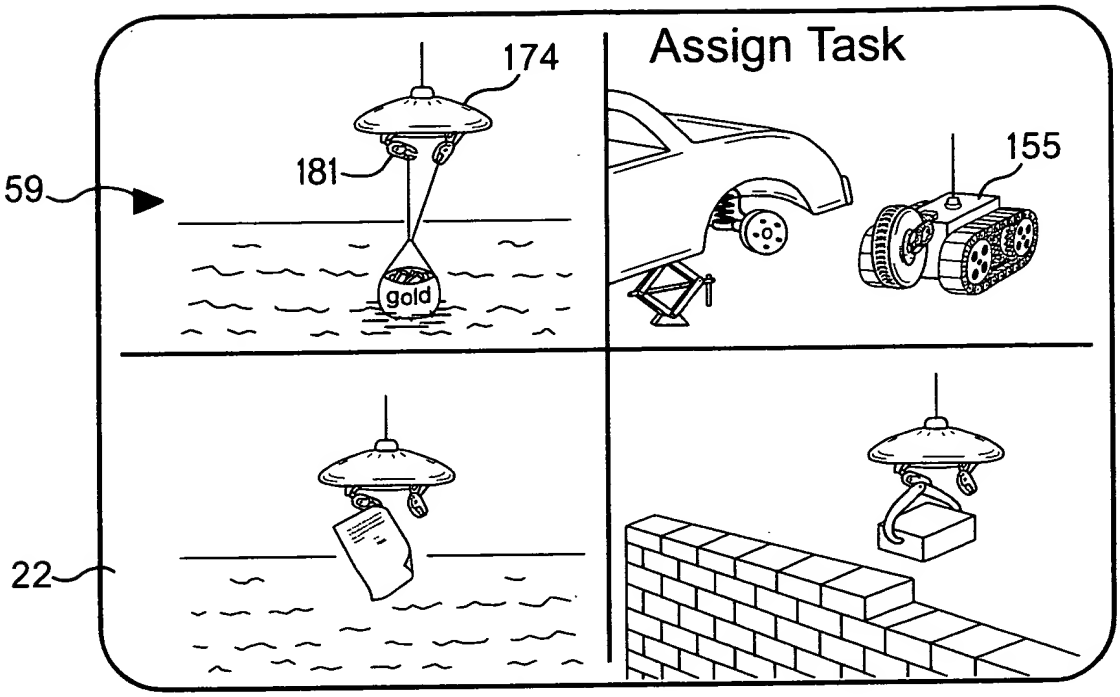
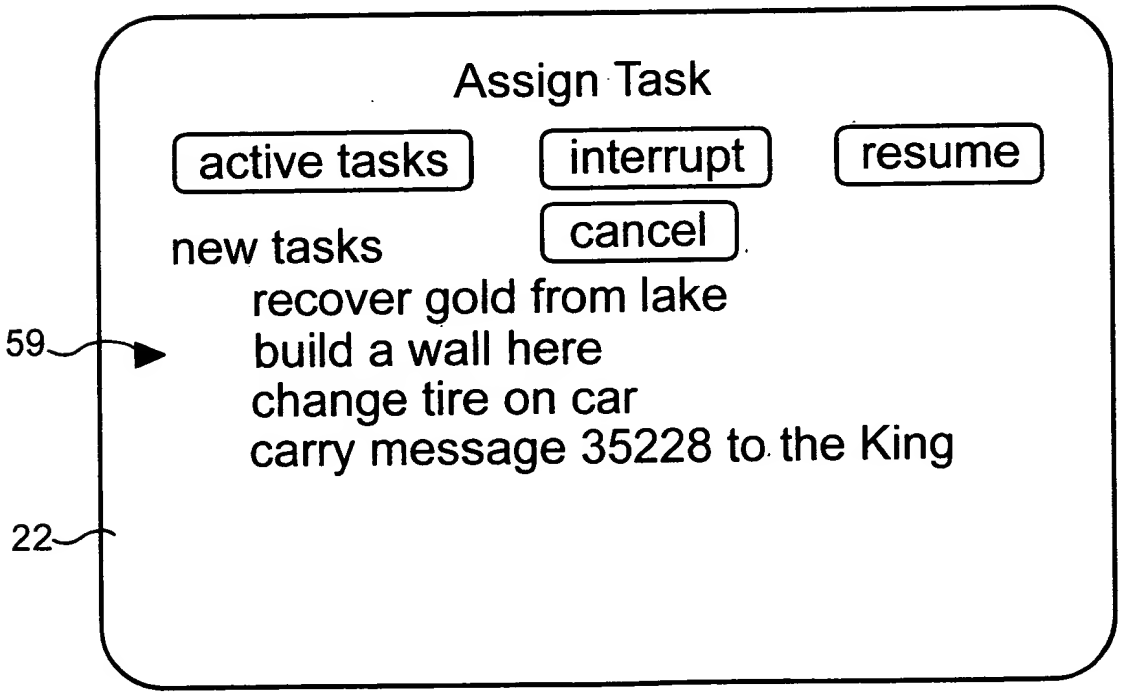



Fig. 34

Fig. 34a

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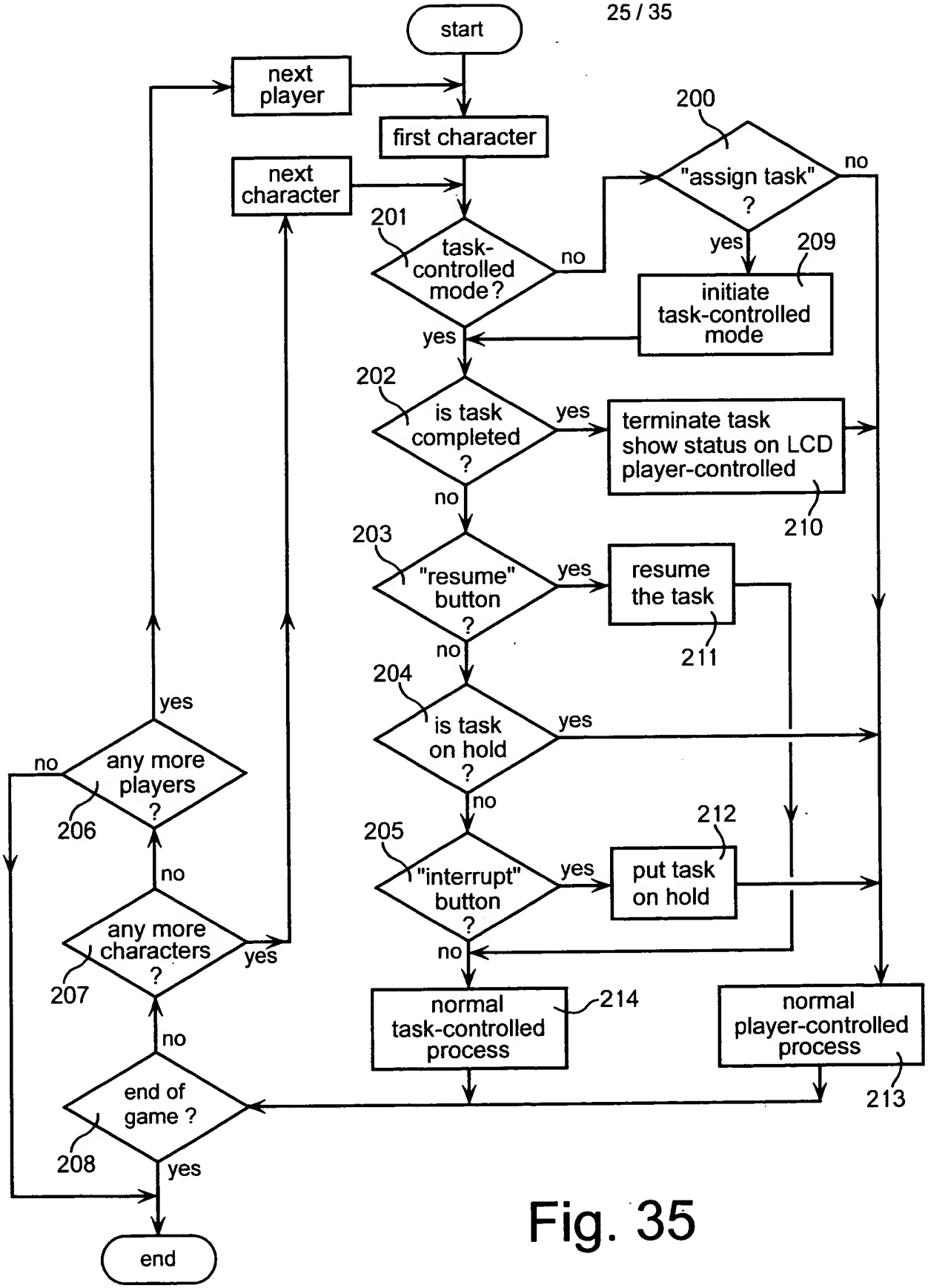

start
next player
first character
next character
200
"assign task" ?
no
yes
209
initiate task-controlled mode
201
task-controlled mode?
no
yes
202
is task completed ?
yes
terminate task show status on LCD player-controlled
210
no
203
"resume" button ?
yes
resume the task
211
no
204
is task on hold ?
yes
no
212
205
"interrupt" button ?
yes
put task on hold
no
normal task-controlled process
214
normal player-controlled process
213
end of game ?
208
yes
no
any more characters ?
207
yes
no
any more players ?
206
yes
no
end

Fig. 35

EP 0 880 746 B1 26 05 2004

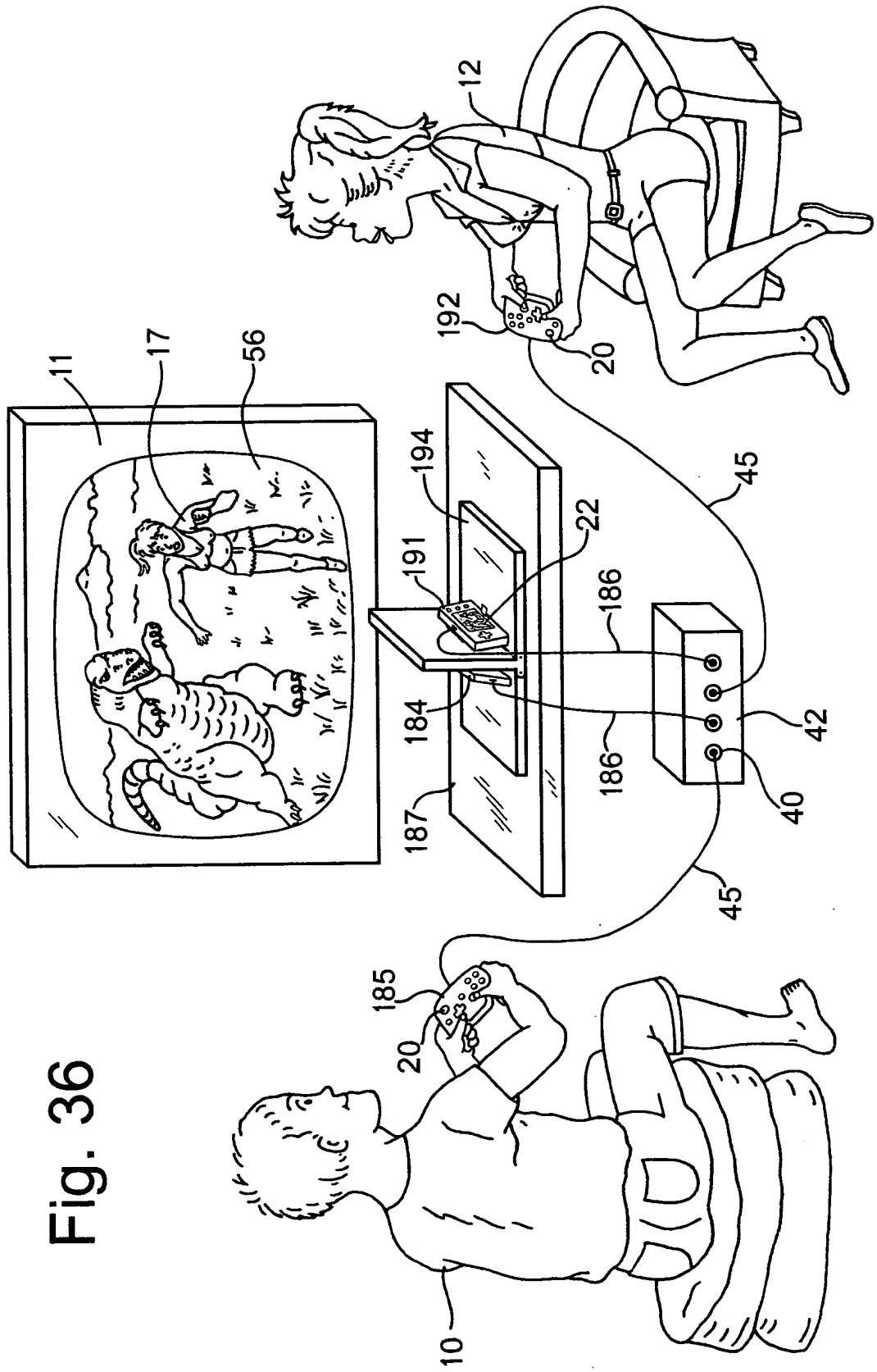



Fig. 36

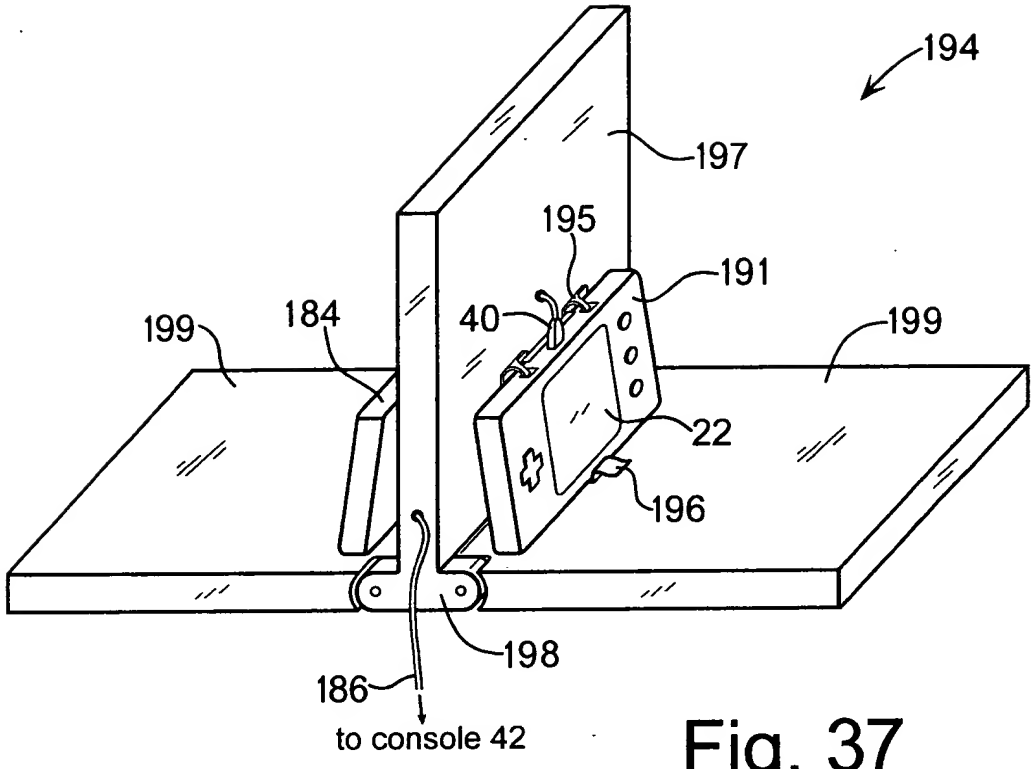



Fig. 37

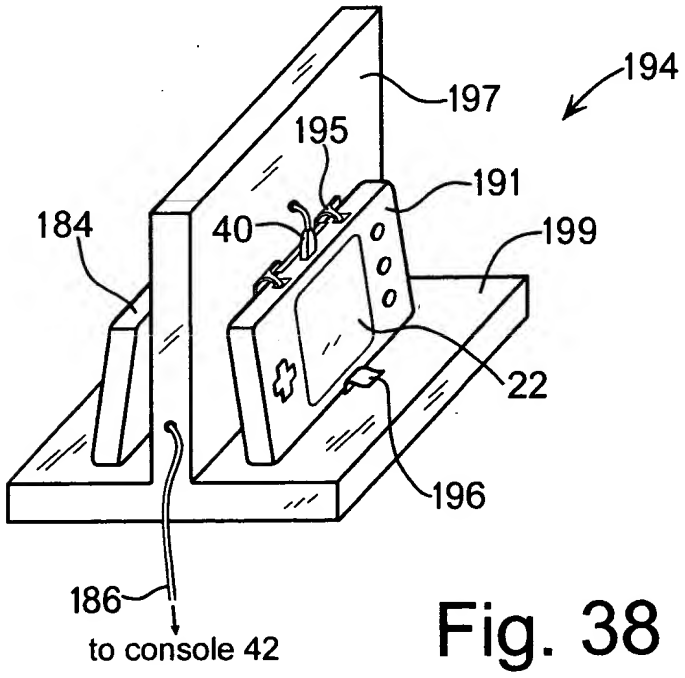



Fig. 38

Document - 0020050726

Fig. 39

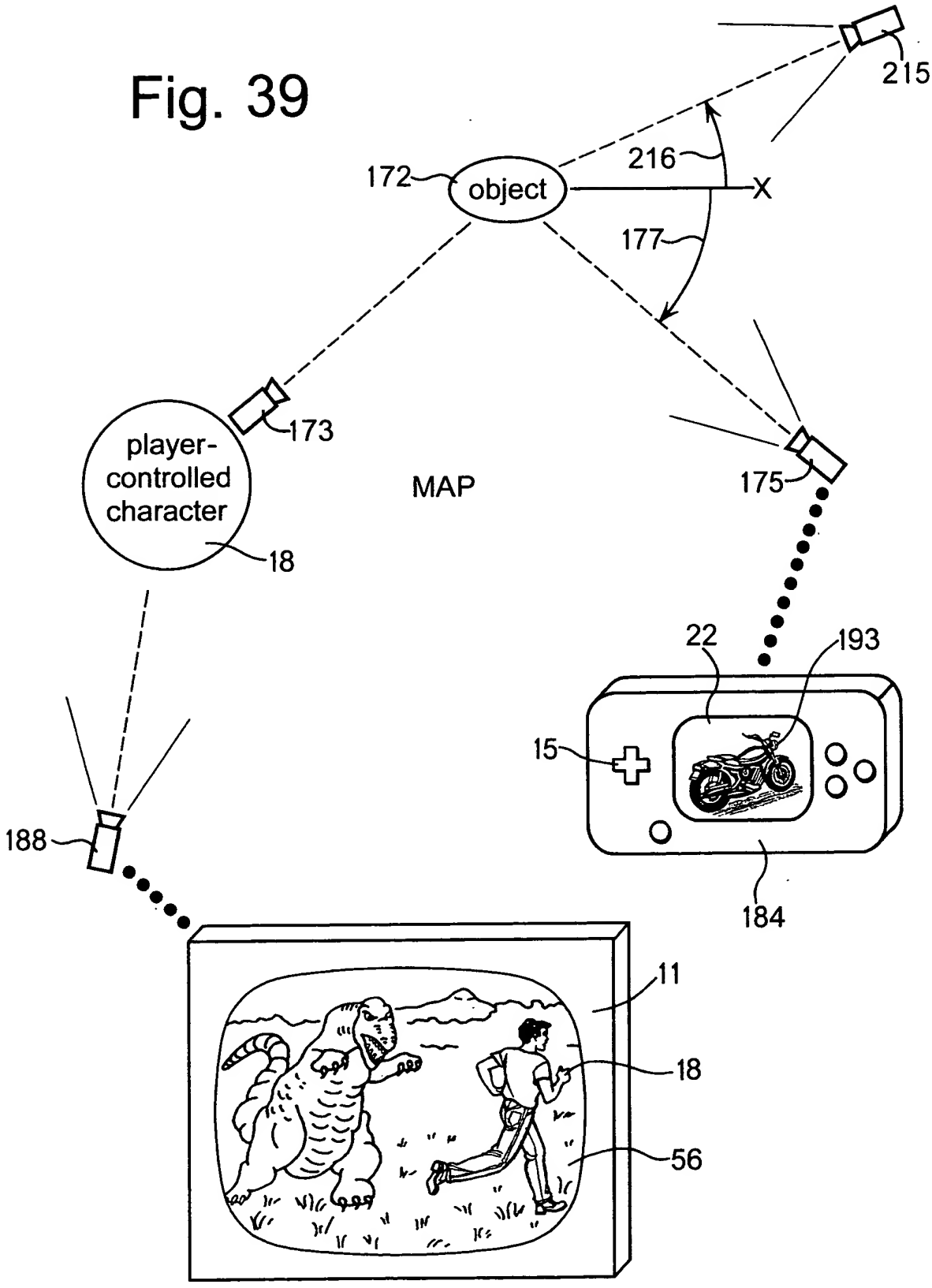



FIG01-EP1982759A2

Fig. 40

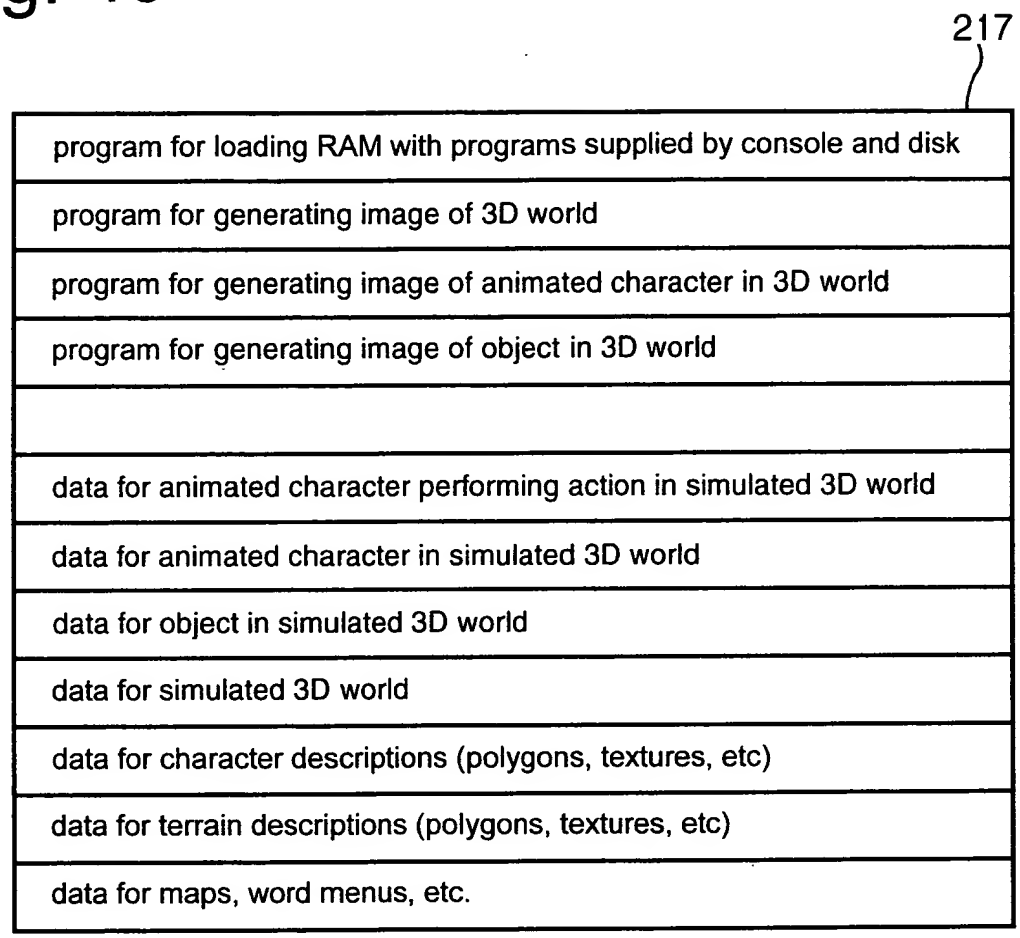
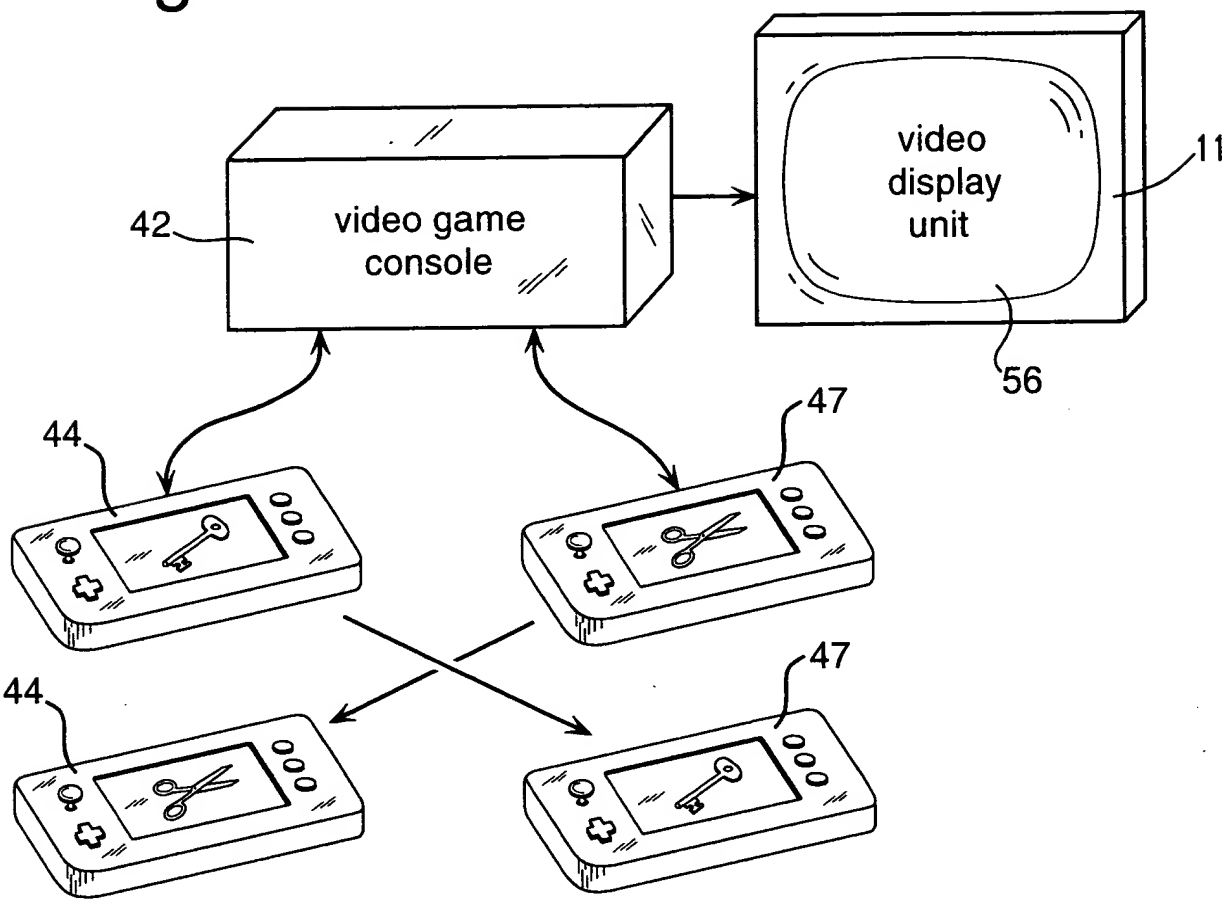



EXHIBIT - 2001

Fig. 41




EP 0 974 394 A2

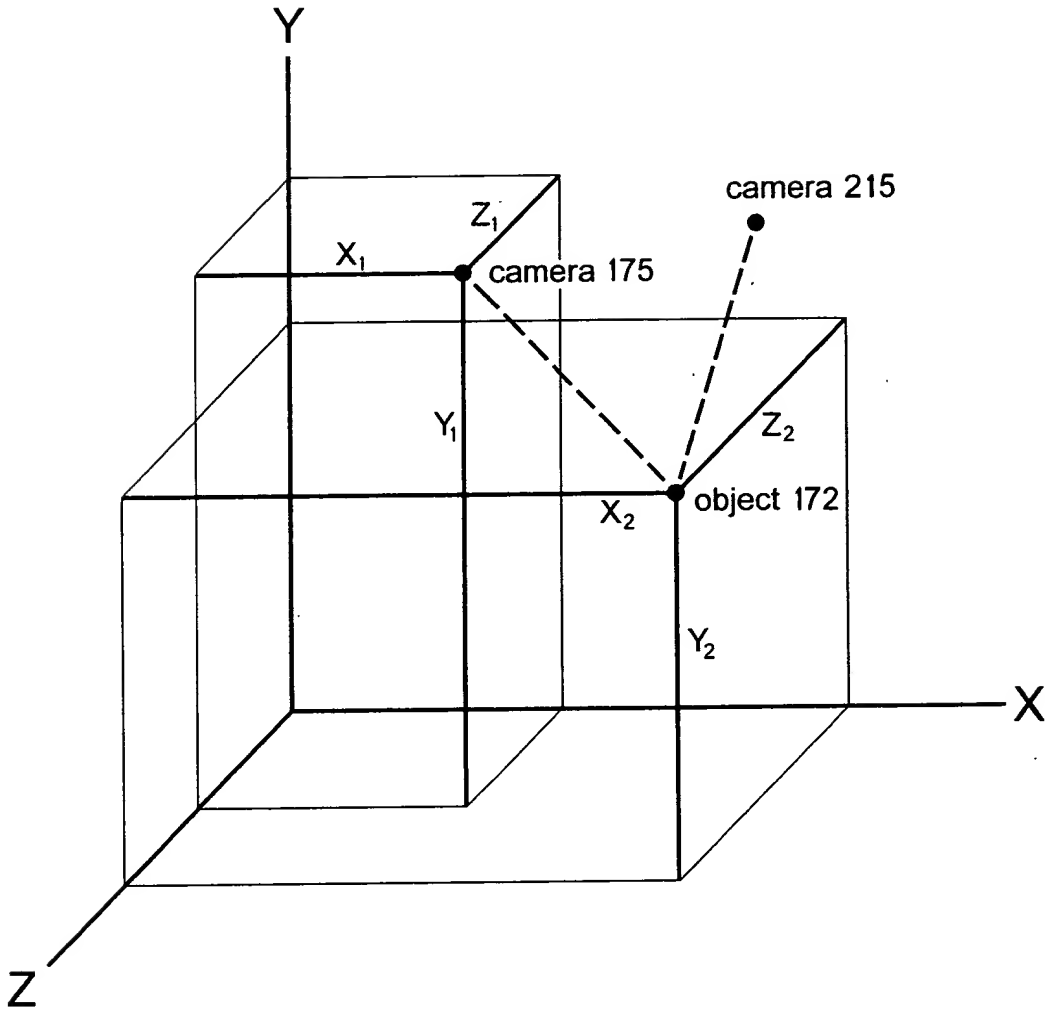
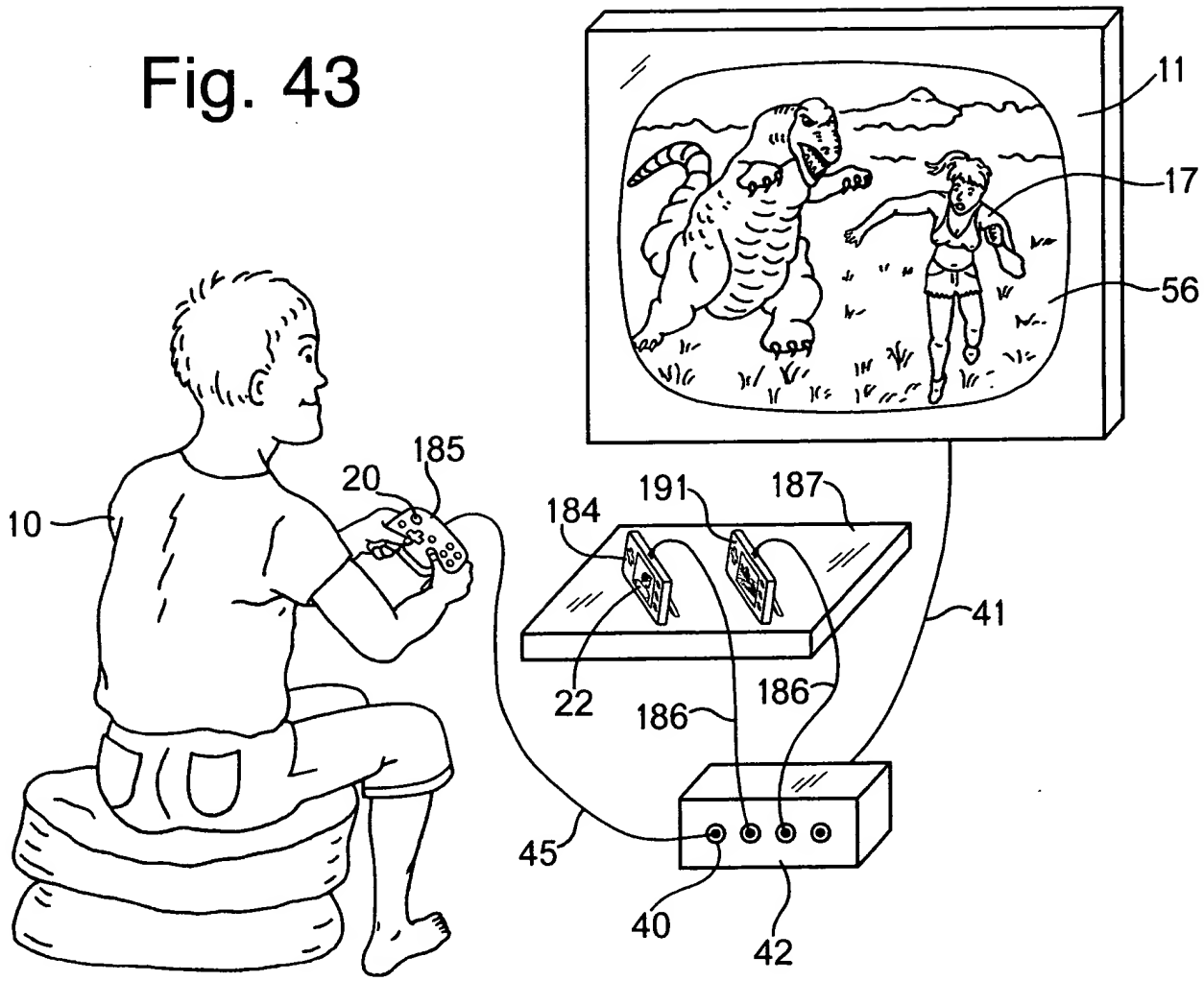



Fig. 42

SUBSTITUTE SHEET (RULE 26)

Fig. 43



EP00T80-4626260

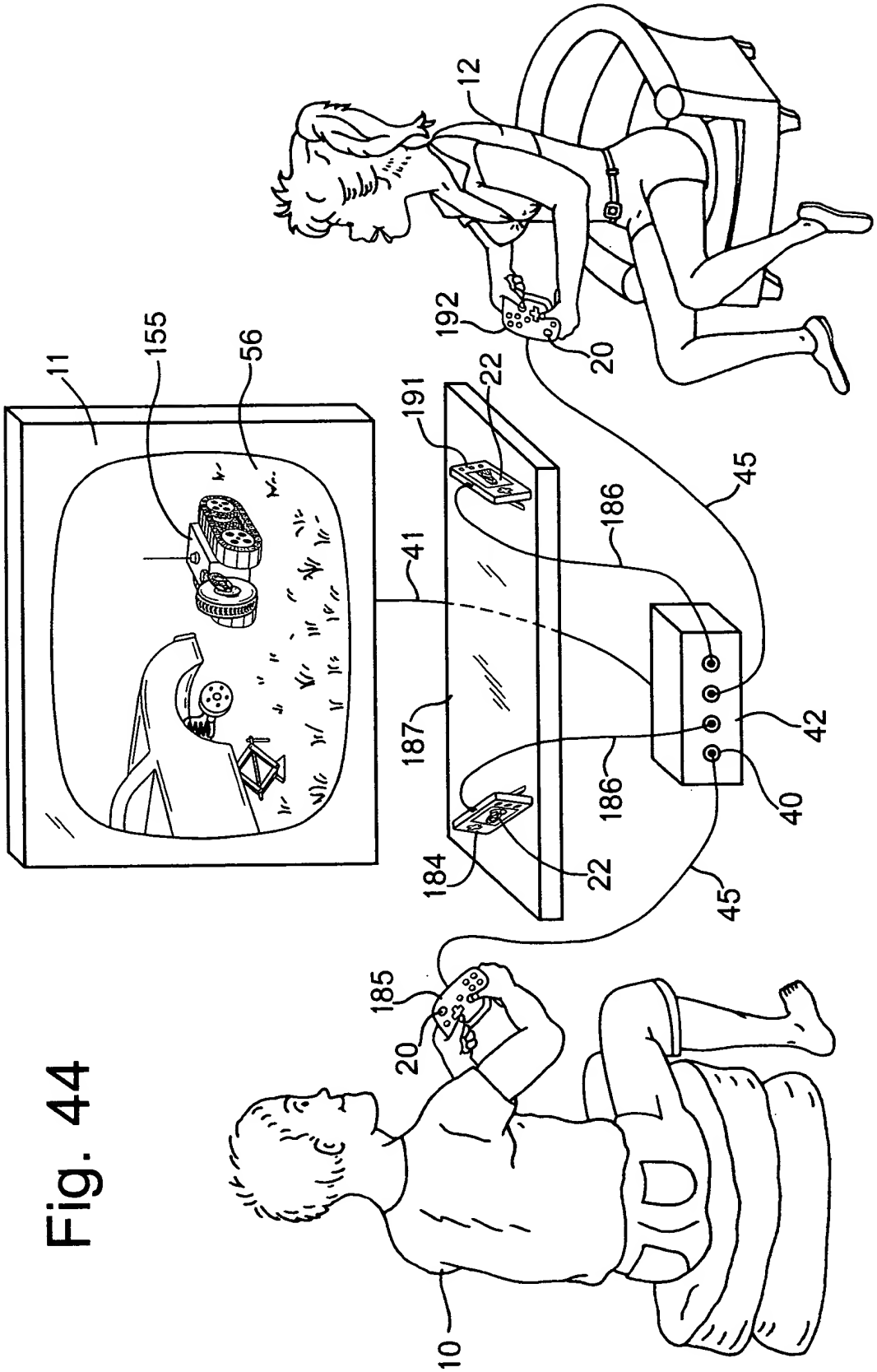



Fig. 44

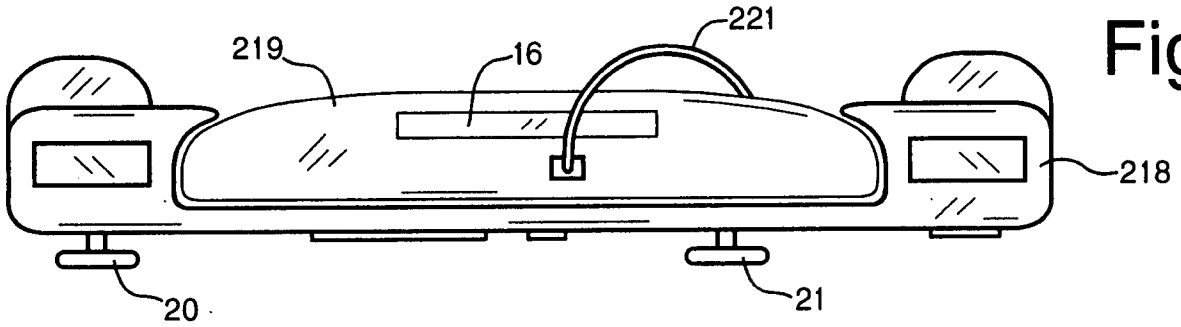



Fig. 45b

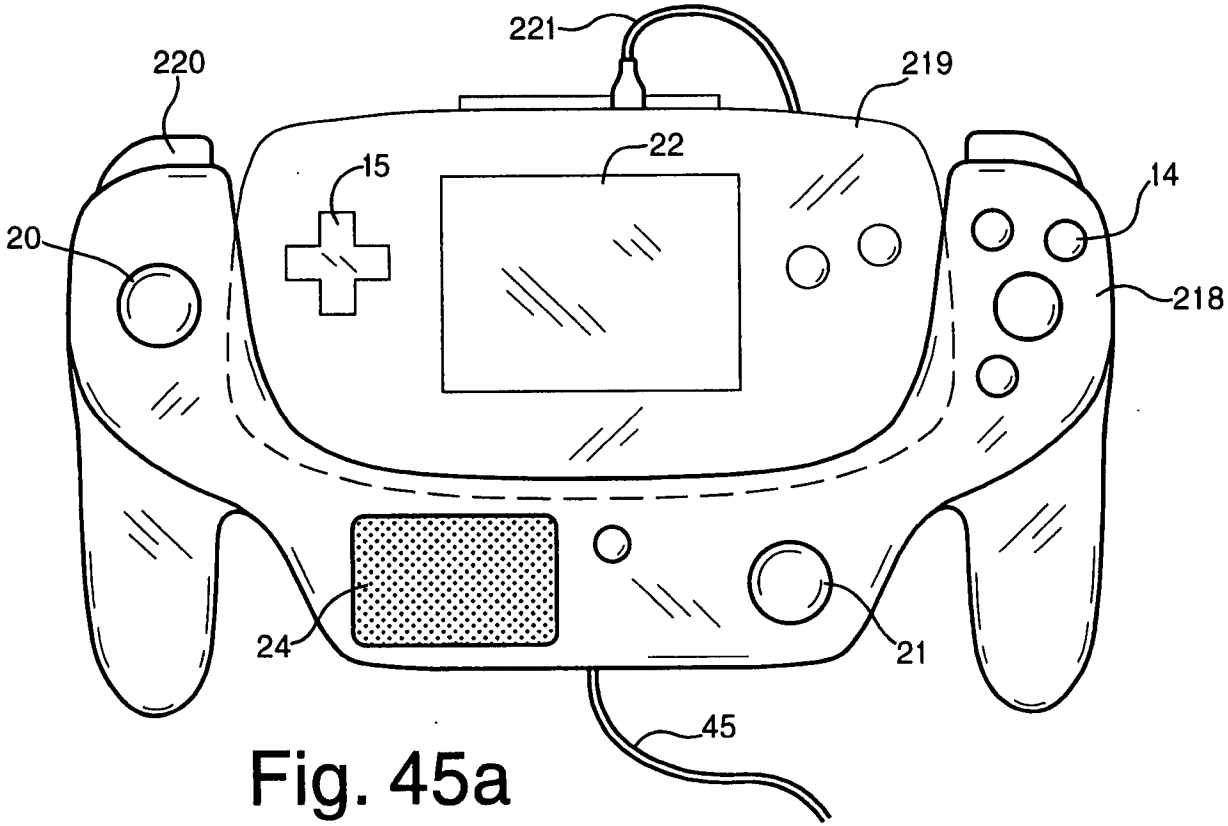
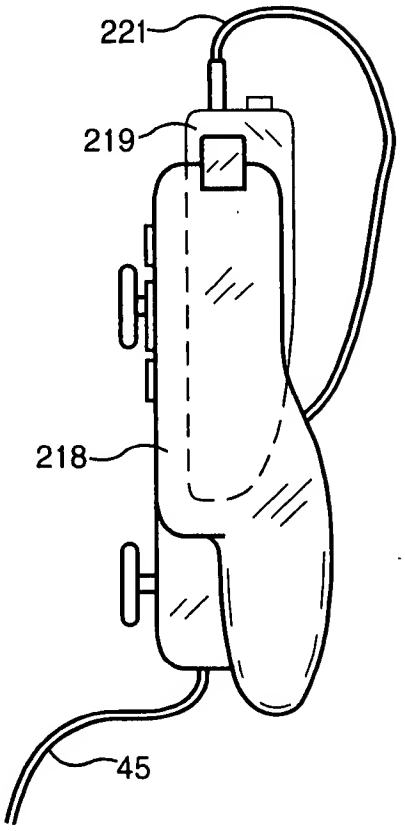



Fig. 45a

Fig. 45c



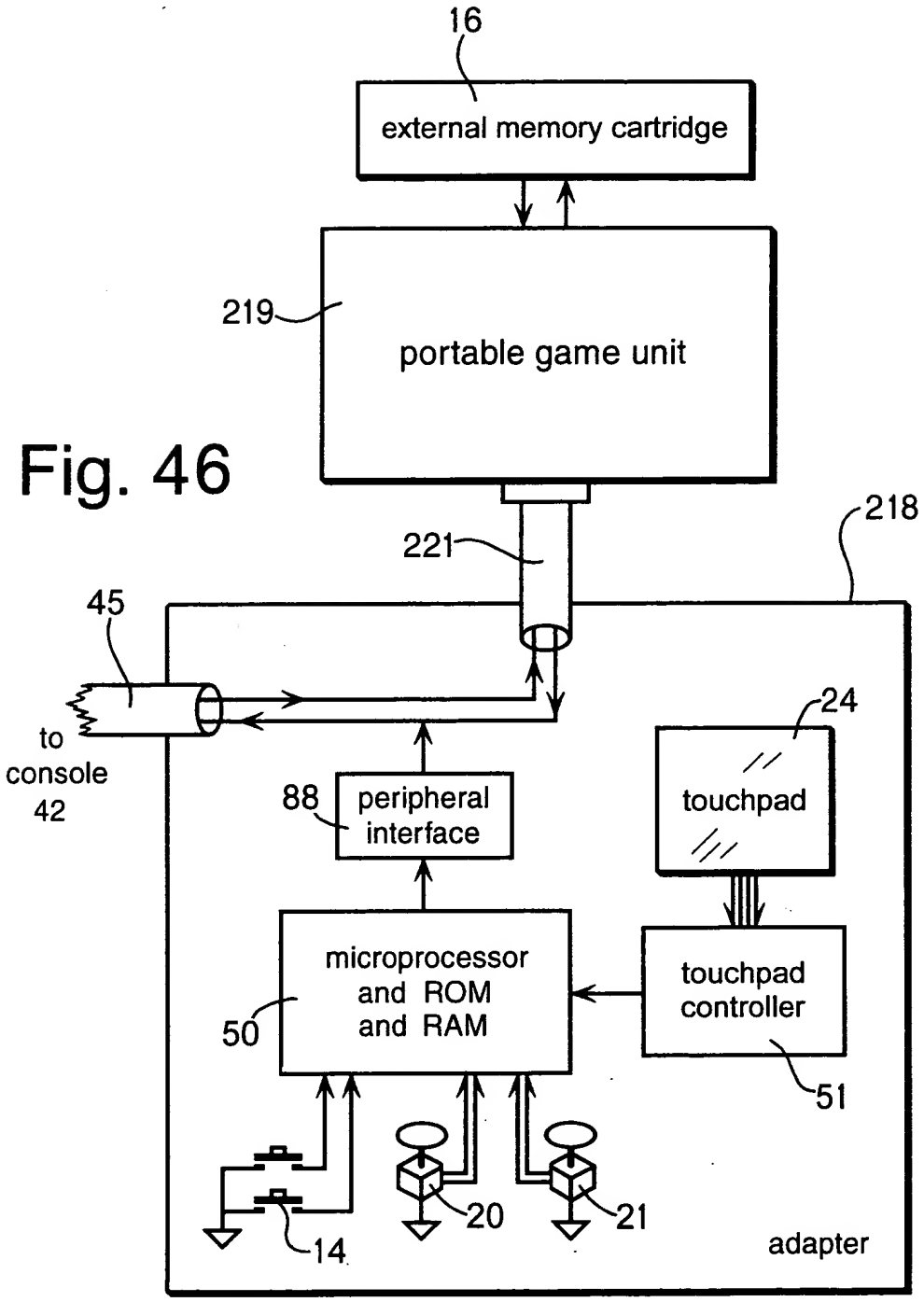



Fig. 46

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